



IXOR'S MANUAL OF MONSTROUS FINDINGS

VOLUME I

DUNGEONS  DRAGONS

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ACRYNIX

The enemy of nature, the acrynix is a dangerous beast that can secrete and spew acid. Due to this ability its presence destroys the natural habitat of many creatures, causing many monsters to relocate to civilized lands. With the mysterious ability to fly despite having no wings, this abomination is a dangerous threat that must be dealt with as soon as it appears. Its tactics involve staying at a distance, spewing acid and making fly-by attacks without leaving any openings.

The acrynix is special due to the fact only one is known to exist. It tends to wander but usually stays near wastelands.

Players can make an Intelligence (Arcana) check to glean information about this creature:

- **DC 10:** Its extremities glow green, dripping drops of acid.
- **DC 15:** It looks extremely fast.
- **DC 20:** Its mouth seems to be able to spew very corrosive acid.
- **DC 25:** Maybe if we ground or slow it, we'll have a chance.

ACRYNIX

Large abomination, neutral evil

Armor Class 24 (natural armor)

Hit Points 199 (19d10 + 95)

Speed 10 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	30 (+10)	20 (+5)	9 (-1)	11 (+0)	15 (+2)

Saving Throws Con +12, Wis +7, Cha +9

Skills Acrobatics +17, Athletics +13, Nature +6, Perception +14, Stealth +17

Damage Immunities acid

Condition Immunities exhaustion, paralyzed

Senses passive Perception 24

Languages —

Challenge 23 (50,000 XP)

Flyby. The acrynix doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Improved Critical. The acrynix's attacks score a critical hit on a roll of 19 or 20.

Legendary Resistance (3/Day). If the acrynix fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The acrynix can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws or wing talons, and two with its back talons.

Back Talons. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 23 (3d8 + 10) slashing damage.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 27 (5d6 + 10) acid damage. Unless the target has resistance or immunity to acid damage, any armor it is wearing takes a cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 is destroyed.

Claws. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage plus 7 (2d6) acid damage.

Wing Talons. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) slashing damage.

Frightful Presence. Each creature of the acrynix's choice that is within 120 feet of the acrynix and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the acrynix's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The acrynix uses one of the following abilities.

Acid Bomb. The acrynix fires a glob of acid at a point it can see within 60 feet of it. Each creature within 20 feet of that point must make a DC 20 Dexterity saving throw. On a failed save, a creature takes 77 (22d6) acid damage and another 7 (2d6) acid damage at the end of its next turn. On a successful save, a creature takes half the initial damage and no damage at the end of its next turn.

Acid Wave. The acrynix fires a 5-foot-wide line of acid starting at a point it can see on the ground within 90 feet of it and ending at a point on the ground within 30 feet of the starting point. Each creature on the ground in that area must make a DC 20 Dexterity saving throw, taking 77 (22d6) acid damage on a failed save, or half as much damage on a successful one. The area also becomes difficult terrain for the next 24 hours. For every 5 feet a creature moves through the area, the creature takes 3 (1d6) acid damage.

Legendary Actions

The acrynix can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The acrynix regains spent legendary actions at the start of its turn.

Detect. The acrynix makes a Wisdom (Perception) check.

Flight. The acrynix flies up to half its flying speed.

Acid Cloud. (Costs 3 Actions) The acrynix exhales a cloud of acid. Each creature within 20 feet of it must make a DC 20 Constitution saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.



ARMALUG

Strange and alien-like, armalugs wander the jungle in search for plants and fungus to digest to maintain itself. Highly corrosive, armalugs leave behind a tell-tale trail which can restrict and slowly dissolve things caught in it. armalugs are usually passive, although will defend themselves if threatened.

As an armalug moves around, it slowly loses its acidity due to its trail of slime. As such, it seeks food that can rebalance its acidity level. The Blood Lily is its favorite, as it defends itself from most herbivores with corrosive acid. Adventurers have been known to be attacked simply due to wearing red, or if they carry too much refined acid on their person.

In combat, an armalug uses its viscous exterior which sticks to anything it comes in contact with. As it takes damage, its exterior slowly closes the wound by redistributing the acid on itself. It spreads its slime over the battlefield in order to catch as many targets in it as possible and to increase its mobility.

Players can make an Intelligence (Nature) check to glean information about this creature:

- **DC 8:** This creature is really slow and doesn't seem hostile for the moment.
- **DC 15:** The trail it leaves behind seems to kill the jungle floor, it would be wise not to step in it.
- **DC 18:** You remember hearing about this creature's love for red flowers, maybe you should not wear red...

ARMALUG

Huge monstrosity, unaligned

Armor Class 10

Hit Points 210 (20d12 + 80)

Speed 20 ft. (60 ft. on slime)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	3 (-4)	8 (-1)	10 (+0)

Damage Immunities acid, lightning

Condition Immunities charmed

Senses passive Perception 9

Languages —

Challenge 10 (5,900 XP)

Regeneration. The armalug regains 10 hit points at the start of its turn. If the armalug takes cold or necrotic damage, this trait doesn't function at the start of the armalug's next turn. The armalug dies only if it starts its turn with 0 hit points and doesn't regenerate.

Slime Trail. When the armalug moves it leaves behind slime on any square it moves into, which remains for 24 hours. The slime is difficult terrain. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a DC 16 Dexterity saving throw or take 4 (1d8) acid damage and be restrained. A creature that starts its turn in the area and is already restrained by the slime takes 4 (1d8) acid damage.

Sticky. A creature that touches the armalug or hits it with a melee attack must succeed on a DC 16 Strength saving throw or the weapon becomes stuck to the armalug. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 16 Strength check and succeeding. A creature restrained by the slime can use its action to make a DC 16 Strength or Dexterity check (its choice). On a success, it frees itself.

Actions

Multiattack. The armalug makes two attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Slime Attacks (Recharge 6). The armalug uses one of the following abilities.

Slime Bomb. The armalug fires a glob of mucus in a 15-foot-radius sphere, which then becomes covered in slime as described in the Slime Trail feature, from a point within 50 feet. Each creature in that area must make a DC 16 Dexterity saving throw. A target takes 36 (8d8) acid damage on a failed save, or half as much damage on a successful one. A creature who fails its save also takes 18 (4d8) acid damage at the end of its next turn.

Charged Slam. The armalug slams down in a 20-foot-long, 10-foot-wide line, which then becomes covered in slime as described in the Slime Trail feature. Creatures in that area must make a DC 16 Dexterity saving throw. A target takes 27 (6d8) acid damage plus 32 (4d10 + 5) bludgeoning damage on a failed save, or half as much on a successful one.



COLORS

Armalugs come in many different colors although the most common one is the red and green variation.



BRISTLER

While these may look to be normal cacti, they are in fact a plague that slowly creeps through the desert. Not particularly adept at combat, it prefers to attract travelers to it, as it is common knowledge that cacti contain water.

When a target is about to cut into it, to collect what they think is their salvation, they instead receive a spray of gas. Most people kill the bristler after this, but succumb to its poison a few hours later. From the corpse, many more of these bristlers are born with the sole purpose of finding more travelers to contaminate.

BRISTLER

Medium plant, neutral evil

Armor Class 8
Hit Points 37 (5d8 + 15)
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	6 (-2)	16 (+3)	2 (-4)	4 (-3)	1 (-5)

Damage Immunities poison
Condition Immunities blinded, deafened, frightened, paralyzed, poisoned, prone
Senses blindsight 30 ft., passive Perception 7
Languages None
Challenge 1 (200 XP)

False Appearance. While the bristler remains motionless, it is indistinguishable from a normal cactus.

Poison Burst. The bristler explodes when it drops to 0 hit points. Each creature within 20 feet must succeed on a DC 12 Constitution saving throw or become poisoned as per the Spray Gas action.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) piercing damage.

Spray Gas (Recharge 5–6). The bristler ejects poison gas at a creature it can see within 5 feet of it. The target must make a DC 15 Constitution saving throw. On a failure, it takes 14 (4d6) poison damage and becomes poisoned. On a success, it takes half as much damage and isn't poisoned.

The poison invades the creature's system, killing the creature in a number of days equal to the creature's Constitution modifier (minimum 1), unless the poison is removed. After the creature dies, it sprouts 2d4 Tiny bristlers that grow to full size in 3 days.



BULETTES

MAGMA BULETTE

A cousin of the regular bulette, this particular type can burrow through solid rock. They have a natural immunity to fire and lava, and are more comfortable in very warm climates. At their adult size, they easily dwarf a normal bulette, and as such are able to swallow creatures whole.

Seeing one of these usually requires for one to be deep underground, near an active volcano or any other source of extreme heat.

Unlike their normal cousins, their youth has been spotted. Due to the fact that they rarely get visitors, it seems that adult magma bulettes are a bit more careless in protecting their children. Researchers have assumed they gauge that the lava provides enough protection.

As an adult has never been slain or found dead, their anatomy is a mystery. Adventurers have been contracted to find and kill a baby magma bulette, and to avoid its parents, but have never come back.

The younger ones are about the height of a pony, but are much bulkier and wider. At any size, they emit heat waves that can ignite things in close proximity to them.

ADULT MAGMA BULETTE

Huge monstrosity, unaligned

Armor Class 19 (natural armor)
Hit Points 322 (28d12 + 140)
Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	2 (-4)	11 (+0)	6 (-2)

Saving Throws Str +13, Con +11, Wis +6
Skills Perception +12
Damage Immunities fire
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 22
Languages None
Challenge 18 (20,000 XP)

Standing Leap. The bulette's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Stifling Heat. At the start of each of the bulette's turns, each creature within 5 feet of it takes 7 (2d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite.

Tunneler. The bulette can burrow through solid rock at half its burrowing speed and leaves an 8-foot-wide, 12-foot-high tunnel in its wake.

Actions

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage, plus 21 (6d6) fire damage. If the bulette rolls an 18-20 to hit, and the target is Medium or smaller, it is swallowed.

A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the bulette, and it takes 35 (10d6) fire damage at the start of each of the bulette's turns.

If the bulette takes 40 damage or more on a single turn from a creature inside it, the bulette must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the bulette. If the bulette dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 21 (4d6 + 7) bludgeoning damage plus 21 (4d6 + 7) slashing damage plus 14 (4d6) fire damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

BABY MAGMA BULETTE

Medium monstrosity, unaligned

Armor Class 17 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	2 (-4)	10 (+0)	5 (-3)

Saving Throws Str +8, Con +7, Wis +3

Skills Perception +6

Damage Immunities fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16

Languages None

Challenge 8 (3,900 XP)

Standing Leap. The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Stifling Heat. At the start of each of the bulette's turns, each creature within 5 feet of it takes 7 (2d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite.

Tunneler. The bulette can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage, plus 10 (3d6) fire damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains a creature. That creature must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 15 (3d6 + 5) bludgeoning damage plus 15 (3d6 + 5) slashing damage plus 10 (3d6) fire damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.



CAUSTIC ANTS

Caustic ants are a species that form colonies in rocky formations of deserts. Aside from their massive size, they exhibit acidic properties that can kill a would-be predator quite easily. If any of them are killed, nearby ants are aware due to released pheromones, so you never kill just one, unless you die when the reinforcements arrive.

CAUSTIC QUEEN ANT

Queen ants are the founders of all colonies. Once mated, she can stay fertilized for many years laying millions of eggs. Some queens can lay thousands of eggs each day. They really are egg laying machines. They also tend to live about six times longer than any other ant type. Their acid is more potent than other ants.

VARIANT: PRINCESS ANT & DRONE ANT

A queen that has yet to be fertilized is called a Princess Ant, or a Virgin Queen. This type of ant gains a flying speed of 40 feet. Later, they clip their own wings and use them as a protein source to feed their new family.

Drones are not like typical ants. They don't do any work in their nests, and they look more like wasps than ants. This type of ant gains a flying speed of 60 feet. Their purpose is to mate, and they usually die in the time span of the mating season.

SATIVA INDICA

A cactus native to the desert, it is avoided by most locals. It contains hallucinogens which cause those who consume it to temporarily fall into a deranged mental state. For some reason, one thinks the juice is the greatest thing ever, and they have the urge to ask nonsensical questions.

Any creature who consumes it must succeed on a DC 20 Constitution saving throw or be subject to the above effect for 24 hours. During that time, you have disadvantage on ability checks and attack rolls.



CAUSTIC QUEEN ANT

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 171 (18d10 + 72)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	4 (-3)	15 (+2)	6 (-2)

Saving Throws Int +0, Wis +5, Cha +1

Skills Athletics +7, Survival +5

Damage Immunities acid

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages None

Challenge 7 (2,900 XP)

Ant Pheromones. When the ant dies, all other ants within 1 mile of it can sense it, along with its rough distance and direction.

Heavy Lifter. The ant counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift, and moving a grappled creature does not reduce its speed.

Protect the Queen. Any other ant within 60 feet of the queen gains the Pack Tactics trait, if it doesn't have it already, and any checks to escape their bite are made with disadvantage.

Spider Climb. The ant can climb difficult surfaces, including upside down on ceilings without needing to make an ability check.

Vitriolic Innards. Acid-filled glands run the entire length of the ant's body. When the ant dies, it explodes, and each creature within 30 feet of it must make a DC 15 Dexterity saving throw, taking 20 (8d4) acid damage on a failed save, or half as much damage on a successful one. A creature who fails its save is also restrained by the acidic goo for 1 minute (escape DC 15). A creature grappled by the ant has disadvantage on the saving throw.

Actions

Bite: *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the ant can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 5–6). The ant sprays out acid in a 40-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 25 (10d4) acid damage on a failed save, or half as much damage on a successful one.

CAUSTIC SOLDIER ANT

Large beast, unaligned

Armor Class 14 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	2 (-4)	12 (+1)	4 (-3)

Skills Athletics +6, Survival +3
Damage Immunities acid
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages None
Challenge 4 (450 XP)

Ant Pheromones. When the ant dies, all other ants within 1 mile of it can sense it, along with its rough distance and direction.

Heavy Lifter. The ant counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift, and moving a grappled creature does not reduce its speed.

Pack Tactics. The ant has advantage on an attack roll against a creature if at least one of the ant's allies is within 5 feet of the creature and the ally isn't incapacitated.

Relentless (Recharges after a Short or Long Rest). If the ant takes 14 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Spider Climb. The ant can climb difficult surfaces, including upside down on ceilings without needing to make an ability check.

Vitriolic Innards. Acid-filled glands run the entire length of the ant's body. When the ant dies, it explodes, and each creature within 10 feet of it must make a DC 13 Dexterity saving throw, taking 10 (4d4) acid damage on a failed save, or half as much damage on a successful one. A creature who fails its save is also restrained by the acidic goo for 1 minute (escape DC 13). A creature grappled by the ant has disadvantage on the saving throw.

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the ant can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ant sprays out acid in a 20-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 15 (6d4) acid damage on a failed save, or half as much damage on a successful one.

CAUSTIC SOLDIER ANT

These sterile female ants are larger and stronger than typical workers. They protect their colony from large predators and use their strength and large jaws or mandibles to cut and carry larger objects.

CAUSTIC WORKER ANT

Minor worker ants, or simply 'workers', are the most common ant found in any colony. Some look after the queen and brood, some forage for food from around the nest, whilst others maintain and expand the nest.

CAUSTIC WORKER ANT

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

Skills Athletics +6, Survival +2
Damage Immunities acid
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages None
Challenge 2 (450 XP)

Ant Pheromones. When the ant dies, all other ants within 1 mile of it can sense it, along with its rough distance and direction.

Heavy Lifter. The ant counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift, and moving a grappled creature does not reduce its speed.

Spider Climb. The ant can climb difficult surfaces, including upside down on ceilings without needing to make an ability check.

Vitriolic Innards. Acid-filled glands run the entire length of the ant's body. When the ant dies, it explodes, and each creature within 5 feet of it must make a DC 11 Dexterity saving throw, taking 10 (4d4) acid damage on a failed save, or half as much damage on a successful one. A creature who fails its save is also restrained by the acidic goo for 1 minute (escape DC 11). A creature grappled by the ant has disadvantage on the saving throw.

Actions

Bite: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the ant can bite only the grappled creature and has advantage on attack rolls to do so.

CENTAUR

CENTAUR MARKSMAN

Born a bit weaker than most other centaurs, archers are however more agile. They use that to their advantage, training to become fierce archers.

CENTAUR MARKSMAN

Large monstrosity, neutral good

Armor Class 16 (studded leather)
Hit Points 90 (12d10 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	9 (-1)	14 (+2)	12 (+1)

Skills Acrobatics +6, Perception +4, Survival +4
Senses passive Perception 14
Languages Elvish, Sylvan
Challenge 4 (1,100 XP)

Archer's Eye (3/Day). As a bonus action, the centaur can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Light-footed. The centaur can take the Dash or Disengage action as a bonus action on each of its turns.

Actions

Multiattack. The centaur makes two longbow attacks.

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 4) piercing damage.



CENTAUR REAVER

These centaurs protect their brethren, clad in custom-fitted plate armor and wielding large two-handed weapons.

CENTAUR REAVER

Large monstrosity, neutral good

Armor Class 18 (plate)
Hit Points 102 (12d10 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	13 (+1)

Saving Throws Str +8, Con +6, Wis +5
Skills Athletics +8, Perception +5, Survival +5
Senses passive Perception 15
Languages Elvish, Sylvan
Challenge 6 (2,300 XP)

Brute. A melee weapon deals one extra die of its damage when the centaur hits with it (included in the attack).

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a hooves attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Rampage. When the centaur reduces a creature to 0 hit points with a melee attack on its turn, the centaur can take a bonus action to move up to half its speed and make a greataxe attack.

Actions

Multiattack. The centaur makes three attacks: one with its greataxe and two with its hooves.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.



DEVILS

HELLWASP DEVILS

Hellwasp devils are members of a huge colony that makes its home in the Garden of Delights in Malbolge. Ruthless and logical, with an alien intelligence and the unquestioning instincts of a colony insect, these devils live to serve the whims of their queen. Hellwasp devils were once demons akin to mezzodemons. While in the Abyss, Glasya defeated their master and took them back to the Nine Hells. There, she transformed them into devils, making them shock troops and bodyguards.

Since they unquestioningly follow the orders of Glasya, hellwasp devils can be found with any creature that serves the daughter of Asmodeus. On rare occasions, Glasya loans out groups of hellwasp devils to her allies.

HELLWASP COLONY GUARD

Medium fiend (devil), lawful evil

Armor Class 18 (natural armor)
Hit Points 123 (19d8 + 38)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	14 (+2)	15 (+2)	17 (+3)	17 (+3)

Skills Perception +6
Senses darkvision 120 ft., passive Perception 16
Languages Infernal
Challenge 6 (2,300 XP)

Actions

Multiattack. The hellwasp attacks makes two sword talon attacks.

Sword Talon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (3d8 + 4) slashing damage.

Hellwasp Sting (Recharges after a Short or Long Rest). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) fire damage. The target must make a DC 15 Constitution saving throw. On a failure, the target takes 27 (6d8) poison damage, or half on a success.

HELLWASP DEVIL

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)
Hit Points 195 (23d10 + 69)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	17 (+3)	16 (+3)	18 (+4)	19 (+4)

Skills Perception +8
Senses darkvision 120 ft., passive Perception 18
Languages Infernal
Challenge 9 (5,000 XP)

Actions

Multiattack. The hellwasp makes two sword talon attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the hellwasp can't use its sword talon attack on another target.

Sword Talon. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) slashing damage.

Hellwasp Sting (Recharge 5–6). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) fire damage and 22 (4d10) poison damage. The target must succeed on a DC 16 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 11 (2d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



DINOSAURS

The *Monster's Manual* and *Volo's Guide to Monsters* have statistics for several kinds of dinosaurs. This section provides several more.

CARNOTAURUS

Huge beast, unaligned

Armor Class 14 (natural armor)
Hit Points 133 (14d12 + 42)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 6 (2,300 XP)

Charge. If the carnotaurus moves at least 60 feet straight toward a creature, and hits with a ram attack on the same turn, it deals an extra 13 (3d8) bludgeoning damage to the creature, and the creature must succeed on a DC 15 Strength saving throw or be knocked prone.

Unidirectional Velocity. The carnotaurus can Dash as a bonus action. If it uses the Dash action, it may not change directions till the start of its next turn.

Actions

Multiattack. The carnotaurus makes two attacks: one with its bite and one with its ram.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 23 (3d12 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the carnotaurus can't bite another target.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

COMPSOGNATHUS

Tiny beast, unaligned

Armor Class 13 (natural armor)
Hit Points 5 (2d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 0 (0 or 10 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

CARNOTAURUS

Carnotaurus is a lightly built, bipedal predator, measuring 26 feet in length and weighing at least 3 000 pounds. It has a thick horns above the eyes, a feature unseen in all other carnivorous dinosaurs, and a very deep skull sitting on a muscular neck. Carnotaurus is further characterized by small, vestigial forelimbs and long and slender hindlimbs. Its tail is extremely wide.

It is one of the fastest dinosaurs, especially one of its size. What it has in speed, it lacks in maneuverability. Turning is not its strong suit, its whole body is stiffer than other dinosaurs. It has armored ridged spikes along its whole length.

COMPSOGNATHUS

Compsognathus is a small, bipedal animal with long hind legs and longer tails, which it uses for balance during locomotion. The forelimbs are smaller than the hindlimbs and featured three digits equipped with solid claws are suited for grasping prey. Its delicate skull is narrow and long, with tapered snouts.

It usually measures 3 feet in length and weighs around 5 pounds. Due to its small size, it hunts and scavenges in packs.



SWARM OF COMPSOGNATHUSES

Medium swarm of Tiny beasts, unaligned

Armor Class 13 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny compsoognathus. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

DILOPHOSAURUS

This dinosaurs are 22 feet long, weighs around 1,600 pounds, and stands on two legs.

The most distinctive characteristic of Dilophosaurus is the pair of rounded crests on its skull, which are for display. It tends to stay near water, as its primary source of food is fish.

VARIANT: SPRAYING DILOPHOSAURUS

As seen on Jurassic Parc, where the author added it in, dilophosaurus can spray poison in front of itself, blinding prey in the process. A spraying dilophosaurus has a challenge rating of 2 (450 XP) and the following action option.

Spray Poison (Recharge 6). The dilophosaurus sprays poison in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failure, the creature takes 20 (8d4) poison damage and is blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If the saving throw is successful, the target takes half the poison damage and isn't blinded.

DILOPHOSAURUS

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 37 (5d10 + 10)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	3 (-4)	12 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

PACHYCEPHALOSAURUS

Medium beast, unaligned

Armor Class 12 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	13 (+1)	2 (-4)	14 (+2)	6 (-2)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 1 (200 XP)

Charge. If the pachycephalosaurus moves at least 20 feet straight toward a target and then hits it with a skull bash attack on the same turn, the target takes an extra 10 (3d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Skull Smash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage.

PACHYCEPHALOSAURUS

This herbivore has a distinctive large dome on its heads, as well as small horns on its nose and behind the skull. A baby has the proportions switched. Fully grown, this dinosaur weighs roughly 1 000 pounds, and 15 feet long.

SPINOSAURUS

This predator is a rare sight, having mostly been wiped out by tyragaroks. A few remain, keeping near bodies of water in order to play to their strengths. This dinosaur is semi-aquatic, as it is able to hold its breath for a while and swims without trouble. On the ground, it is vulnerable due to being slower than tyragaroks and has developed a fear of its nemesis. Nevertheless, this dinosaur is second on the food chain of the jungle.

SPINOSAURUS

Gargantuan beast, unaligned

Armor Class 13 (natural armor)

Hit Points 188 (13d20 + 52)

Speed 25 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	14 (+2)	9 (-1)

Skills Perception +6

Senses passive Perception 16

Languages —

Challenge 9 (5,000 XP)

Charge. If the spinosaurus moves at least 20 feet straight towards a target and then hits it with a bash attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the spinosaurus can make one bite attack against it as a bonus action.

Hold Breath. The spinosaurus can hold its breath for 1 hour.

Underwater Camouflage. The spinosaurus has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. The spinosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bash. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 45 (7d10 + 7) bludgeoning damage.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the spinosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

YOUNG SPINOSAURUS

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 114 (12d12 + 36)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 4 (1,100 XP)

Hold Breath. The spinosaurus can hold its breath for 1 hour.

Underwater Camouflage. The spinosaurus has advantage on Dexterity (Stealth) checks made while underwater.

Actions

Multiattack. The spinosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 24 (3d12 + 4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the spinosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 4) bludgeoning damage.

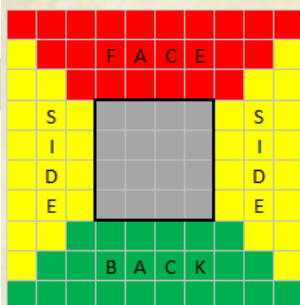
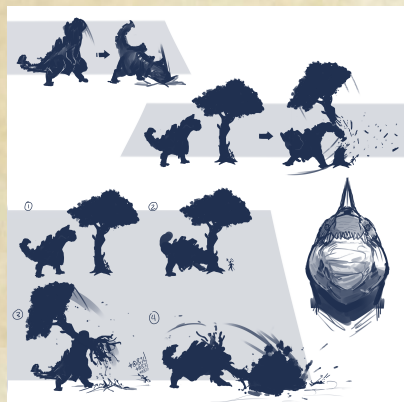


TYRAGAROK

With a massive hulking frame and an armored belly, this beast is a terrible sight to behold. Very few creatures are strong enough, let alone big enough, to pose a threat to it. With a massive jaw, bladed tail and immense strength, there is little place for someone to hide that the tyragarok can't break through.

Players can make an Intelligence (Nature) check to glean information about this creature:

- **DC 8:** A now well-known creature, it is commonly referred to as the king of the jungle.
- **DC 15:** It looks extremely strong.
- **DC 18:** It's big enough to easily swallow a person.
- **DC 20:** Its back is poorly armored, if you can get behind or above it you should have the advantage.



TYRAGAROK

Gargantuan beast, unaligned

Armor Class 12 (Back), 15 (Side), 18 (Front) *

Hit Points 198 (12d20 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	23 (+6)	5 (-3)	13 (+1)	8 (-1)

Skills Athletics +13, Perception +11

Senses passive Perception 21

Languages —

Challenge 13 (10,000 XP)

Keen Smell. The tyragarok has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The tyragarok can make three attacks: one with its bite, one with its chin smash and one with its tail. It can use its tree instead of both its bite and chin smash.

Bite. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 40 (5d12 + 8) piercing damage, and the target is grappled (escape DC 21).

Chin Smash. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 35 (6d8 + 8) bludgeoning damage. The target must succeed on a DC 21 Strength saving throw or be knocked prone.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 30 (4d10 + 8) slashing damage.

Tree. *Melee Weapon Attack:* +13 to hit, reach 35 ft., one target. *Hit:* 57 (14d6 + 8) bludgeoning damage.

Swallow. The tyragarok makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tyragarok, and it takes 10 (3d6) acid damage at the start of each of the tyragarok's turns.

If the tyragarok takes 40 damage or more on a single turn from a creature inside of it, the tyragarok must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the tyragarok.

Uproot Tree. The tyragarok attempts to uproot a tree within 10 feet. It must make on a DC 20 Strength (Athletics) check, if it succeeds it can make a Tree attack. It must repeat the check at the end of each subsequent turn to hold the tree.

DIREGRAN

A beast commonly found in mountainous regions. The Diregran is a quick and agile wyvern that will quickly grab prey off the ground and kill them in flight. Diregran are also covered in layers of sharp spines that will spike up when attempting to look threatening or enraged.

Diregran are able to fire volleys of spikes from its wings and tail to attack prey or predators from a distance. Its tail has been said to be poisonous.

Only when truly threatened does a diregran use its Waning Inferno, as a means of escape while its targets douse the flames on themselves.

DIREGRAN

Large dragon, unaligned

Armor Class 16 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 20 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	9 (-1)	10 (+0)	11 (+0)

Skills Athletics +11, Intimidation +6, Perception +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 16

Languages understands Draconic, but does not speak it

Challenge 8 (3,900 XP)

Flyby. The diregran doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Hold Breath. The diregran can hold its breath for 1 hour.

Keen Smell. The diregran has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The diregran makes three attacks; one with its bite and two with its wings. Alternatively, it can replace its bite attack with a stinger attack or a tail attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage, and the target is grappled (escape DC 16). The diregran cannot bite another target until it releases the grapple.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage. The target must make a DC 16 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much on a successful one.

Wings. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Stingers. The diregran uses one of the following attacks, whose recharges are rolled and regained on the same d6 if the roll permits:

Type	Recharge	Description
Regular	1/Turn	<i>Ranged Weapon Attack:</i> +8 to hit, range 60/180 ft., one target. <i>Hit:</i> 12 (2d6 + 5) piercing damage.
Line	4–6	The diregran fires in a 30-foot line, each target in the area must make a DC 16 Dexterity saving throw or take 12 (2d6 + 5) piercing damage.
Whirlwind	5–6	The diregran spins, firing a volley around itself. Creatures within 10 feet of it must make a DC 16 Dexterity saving throw, taking 12 (2d6 + 5) piercing damage plus 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.
Cone	6	The diregran fires a stinger at a target within 60 feet, using that target as the origin of a 30 ft. cone. Targets must make a DC 16 Dexterity saving throw or take 12 (2d6 + 5) piercing damage.

Waning Inferno (1/Day). The diregran exhales fire in a 50 ft. cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful save. A creature that fails its save also ignites, taking 1d10 fire damage at the start of each of its turns. A creature can end this effect by taking an action to douse the flames.

Players can make an Intelligence (Nature) check to glean information about this creature:

- **DC 9:** It's very aggressive, keep your distance as to not agitate it.
- **DC 13:** It's able to fire a volley of spikes, prepare yourselves for that.
- **DC 20:** As a last-ditch effort it will unleash a powerful breath attack, so be ready when you see it weakening.



DRAGONS

STONE DRAGON

Not chromatic nor metallic, this dragon type may have stemmed from elemental powers. They are known for their strange ability to turn creatures to stone with their breath. They possess a territorial temperament, attacking anything it sees as a treat to its dominance over vast swaths of land.

STONE DRAGON WYRMLING

Medium dragon, neutral

Armor Class 18 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 25 ft., burrow 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
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17 (+3)	8 (-1)	15 (+2)	10 (+0)	12 (+1)	16 (+3)
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Saving Throws Str +5, Con +4, Wis +3, Cha +5

Skills Athletics +7, Perception +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 13

Languages Draconic

Challenge 4 (1,100 XP)

Tunneler. The dragon can burrow through solid rock at half its burrow speed.

Actions

Multiattack. The dragon makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 6 (1d12) thunder damage. A creature made of inorganic material such as stone, crystal, or metal takes maximum thunder damage.

Petrifying Shriek (Recharge 6). The dragon emits a shriek of resonating sound waves in a 15-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw. A creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

When they hatch from their rocky eggs, stone dragons look akin to a quadrupedal gargoyle, but as they grow older their smooth stone hide turns rugged. Unlike most other dragons, their tough hide allows them to shrug off most weapons, and their stony nature allows them to burrow through solid rock. Their tail begins to grow a crystal, which on contact causes shockwaves.

YOUNG STONE DRAGON

Large dragon, neutral

Armor Class 19 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., burrow 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
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21 (+5)	8 (-1)	19 (+4)	11 (+0)	14 (+2)	17 (+3)
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Saving Throws Str +9, Con +8, Wis +6, Cha +7

Skills Athletics +13, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Senses darkvision 120 ft., tremorsense 20 ft., passive Perception 16

Languages Common, Draconic

Challenge 10 (5,900 XP)

Tunneler. The dragon can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

Actions

Multiattack. The dragon makes four attacks: one with its bite, two with its claws and one with its tail. It can't make a bite and tail attack against the same target.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 13 (2d12) thunder damage. A creature made of inorganic material such as stone, crystal, or metal takes maximum thunder damage.

Petrifying Shriek (Recharge 6). The dragon emits a shriek of resonating sound waves in a 30-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw. A creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Rigid and Irascible. Stone dragons defend their territory at all costs and won't take mercy on anything it deems an intruder. Unless a trespasser shows undeferred submission, followed by an immediate exit of its territory, a stone dragon considers them a threat to be dealt with violently.

Alpine Roamer. Either by air or underground, a stone dragon patrols its territory most of its life. It occasionally ventures outwards to seek a mate or treasure, which is usually in the form of raw ore and gems. It makes its lair at the highest peaks, and burrows downwards to create large caverns.

A Stone Dragon's Lair

Stone dragons make their lairs atop mountain peaks, using their burrowing ability to carve out large caverns. Over time stalactites and stalagmites form, but the dragon usually clears out most stalagmites from the floor. The earth in the vicinity of its lair tends to shift around more than usual.

A stone dragon forms a tunnel somewhere in the lair that goes straight down for hundreds of feet, as both a means of escape and a way to funnel enemies that would invade its lair. This hole also serves as a place to throw petrified targets as means to get rid of them permanently.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- A stalactite falls from the ceiling above a creature that the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) piercing damage and be knocked prone and pinned. The pinned target is restrained and unable to stand up. A creature can take an action to make a DC 10 Strength check, ending the pinned state on a success.

ADULT STONE DRAGON

Huge dragon, neutral

Armor Class 20 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 30 ft., burrow 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Str +13, Con +11, Wis +9, Cha +10

Skills Athletics +19, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Senses darkvision 120 ft., tremorsense 40 ft., passive Perception 19

Languages Common, Draconic

Challenge 17 (18,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Tunneler. The dragon can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes four attacks: one with its bite, two with its claws and one with its tail. It can't make a bite and tail attack against the same target.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage plus 13 (2d12) thunder damage. A creature made of inorganic material such as stone, crystal, or metal takes maximum thunder damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Petrifying Shriek (Recharge 6). The dragon emits a shriek of resonating sound waves in a 60-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw. A creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Claw. The dragon makes a claw attack.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Smash. (Costs 2 Actions) The dragon smashes its tail down on the ground, sending out a shockwave. Each creature within 20 feet of the dragon must succeed on a DC 21 Constitution saving throw or take 13 (2d12) thunder damage and be knocked prone. A creature made of inorganic material such as stone, crystal, or metal takes maximum thunder damage. The dragon can then fly up to half its flying speed. The dragon cannot use this if earth or stone is not within 15 feet of it.

- A high-pitched sound emits from the dragon's tail. Any creature within 15 feet of it must succeed on a DC 15 Constitution saving throw, or have disadvantage on the next saving throw for the dragon's Petrifying Shriek.
- The ground collapses underneath a creature that the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or fall down a pit directly below it. The pit is 1d4 x 10 feet deep. On a success, the creature can use its reaction to move up to half its speed to avoid falling into the pit.

REGIONAL EFFECTS

The region containing a legendary stone dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- A high-pitched wine can be heard within 6 miles of the lair.

- Given days or longer to work, the dragon can mold stone within its lair, forming structures and other objects as it wishes.
- Rocky fissures within 3 miles of the dragon's lair form portals to the Elemental Plane of Earth, allowing creatures of elemental earth into the world to dwell nearby.

If the dragon dies, the fissures close immediately, and the high-pitched wine abates within 1d10 days.



ANCIENT STONE DRAGON

Gargantuan dragon, neutral

Armor Class 23 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 30 ft., burrow 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	8 (-1)	25 (+7)	14 (+2)	19 (+4)	20 (+5)

Saving Throws Str +16, Con +14, Wis +11, Cha +12

Skills Athletics +23, Perception +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Senses darkvision 120 ft., tremorsense 40 ft., passive Perception 21

Languages Common, Draconic

Challenge 24 (62,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Tunneler. The dragon can burrow through solid rock at half its burrow speed and leaves a 15-foot-diameter tunnel in its wake.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes four attacks: one with its bite, two with its claws and one with its tail. It can't make a bite and tail attack against the same target.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage plus 26 (4d12) thunder damage. A creature made of inorganic material such as stone, crystal, or metal takes maximum thunder damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Petrifying Shriek (Recharge 6). The dragon emits a shriek of resonating sound waves in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw. A creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Claw. The dragon makes a claw attack.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Smash. (Costs 2 Actions) The dragon smashes its tail down on the ground, sending out a shockwave. Each creature within 30 feet of the dragon must succeed on a DC 24 Constitution saving throw or take 26 (4d12) thunder damage and be knocked prone. A creature made of inorganic material such as stone, crystal, or metal takes maximum thunder damage. The dragon can then fly up to half its flying speed. The dragon cannot use this if earth or stone is not within 20 feet of it.

DRAKES

Drakes are the result of lingering magic that has affected the countryside. Dragon eggs that were unprotected during a magical event mutated, stripping them of their wings. Some of them developed long manes which extend to their tails.

Embodiments of their Ancestors. Different types of dragons were the origins of these creatures. They retain their rugged hide but lost any semblance of scales. Each of them adapted to their environments, with abilities that stem from their ancestry.

EMBER DRAKE

Unlike their cousins, this drake did not develop a thick mane, instead adapting to the harsh environment of the wastelands and volcanic areas. Originating from red dragons, this drake has retained the ability to use its inner fire to incinerate its enemies. It has mastered its use through its adaptation, able to form cylindrical walls of sustained flame.

Just like red dragons, these drakes are very arrogant, ferocious and impulsive.

FROSTBITE DRAKE

Residents of the tundra, these drakes are descendants of silver dragons. Their color shifted to an ice-blue tone, great manes grew in place of their crests. It has adapted to its cold environment and is able to freeze its enemies solid with its breath.

Similar to silver dragons, these drakes are virtuous. They believe that morals are important, that good deeds should be part of a creature's life. They try to keep watch on the tundra as best they can, while avoiding the terrifying threat of ghaskragos.

TOXIN DRAKE

Just like frostbite drakes, these drakes also have thick manes that stretch out to their tails. It isn't quite clear why, although some theorize that it is merely for show, to intimidate their prey. These drakes descend from green dragons, although were subject to a few mutations. Large spikes grew from their bodies, their hide turned to purple with black streaks and extra claws on their paws.

These drakes have taken physical aspects from their green ancestry; however, their personalities don't stem from them. They have the cruel disposition and sadistic nature of black dragons. They thrive off the terror of their prey, toying with them to satisfy its vicious cravings.



EMBER DRAKE

Large dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 199 (19d10 + 95)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	6 (-2)	16 (+3)	12 (+1)

Skills Perception +6, Stealth +3, Survival +6

Damage Resistances fire

Senses passive Perception 16

Languages understands Draconic but can't speak

Challenge 8 (3,900 XP)

Actions

Multiattack. The drake makes four attacks: one with its bite, two with claws and one with its tail. The bite and tail attacks cannot be made against the same target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Fire Spin (Recharge 5–6). The drake exhales an opaque, ringed wall of fire in an area it can see within 60 feet of it. The ringed wall is a 40-foot high cylinder with 20-foot diameter and is up to 1 foot thick. When the wall appears, each creature in its space must make a DC 16 Dexterity saving throw. On a successful save, it can use its reaction to move up to its speed to avoid taking any damage.

When the wall appears or when a creature ends its turn in its area, it takes 10 (3d6) fire damage. If a creature enters the wall, it must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) fire damage, or half as much on a successful save. The wall lasts 1 minute or until the drake uses this ability again.



FROSTBITE DRAKE

Large dragon, lawful good

Armor Class 14 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	6 (-2)	16 (+3)	12 (+1)

Skills Perception +6, Stealth +3, Survival +6

Damage Resistances cold

Senses passive Perception 16

Languages understands Draconic but can't speak

Challenge 8 (3,900 XP)

Actions

Multiattack. The drake makes four attacks: one with its bite, two with claws and one with its tail. The bite and tail attacks cannot be made against the same target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Blizzard (Recharge 5–6). The drake exhales a frozen blast in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 27 (6d8) cold damage on a failure, or half as much on a success. If a target failed its save, it begins to freeze and is restrained. It must repeat the saving throw at the end of its next turn. On a success or if the target has taken fire damage since the freezing started, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic. A creature petrified this way can also be thawed after 8 hours in direct sunlight.



TOXIN DRAKE

Large dragon, chaotic evil

Armor Class 15 (natural armor)

Hit Points 187 (22d10 + 66)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	10 (+0)

Skills Perception +5, Stealth +4, Survival +5

Damage Resistances poison

Senses passive Perception 15

Languages understands Draconic but can't speak

Challenge 8 (3,900 XP)

Actions

Multiattack. The drake makes four attacks: one with its bite, two with claws and one with its tail. The bite and tail attacks cannot be made against the same target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Venoshock (Recharge 5–6). The drake spits a poisonous spray at one creature within 30 feet. The target must make a DC 16 Dexterity saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. If the target is already poisoned, it takes twice the damage.

ELEMENTALS

FENINOR, THE INFERNO'S SWELL

Resident of the Plane of Fire, Feninor is an elemental force to be reckoned with. It wanders over the Sea of Fire, and is generally avoided by efreet and azers.

When the Ferris comet is visible in the sky, almost every 400 years, its powers summons Feninor from its home plane and temporarily places it on land in the Material Plane. For 27 hours, the comet is close enough to maintain this effect, during which time Feninor consumes all it can reach. Once the time has passed, it returns to its plane and waits for its next chance.

While not inherently evil, the comet alters its personality for that period of time. Its only needs then are to consume as much as possible in the time it has. The last time it came to the Material Plane, evacuations were quickly made in order to reduce the death toll, but the fact the location it appears in changes makes this process hit or miss.



FENINOR, THE INFERNO'S SWELL

Gargantuan elemental, neutral

Armor Class 14
Hit Points 261 (18d20 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	19 (+4)	8 (-1)	13 (+1)	12 (+1)

Saving Throw Str +11, Wis +7, Cha +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 11
Languages Ignan
Challenge 17 (18,000 XP)

Illumination. Feninor sheds bright light in a 60-foot radius and dim light for an additional 180 feet.

Legendary Resistance (3/Day). If Feninor fails a saving throw, it can choose to succeed instead.

Purgatory. Any creature that starts its turn within 30 feet of Feninor must succeed on a DC 19 Strength saving throw or be pulled 10 feet towards it. A creature within 10 feet of it has disadvantage on the saving throw. If a creature enters Feninor's space, it is subjected to Feninor's Conflagrate, automatically failing the saving throw.

Feninor can move through a space as narrow as 1 inch wide without squeezing. A creature that touches Feninor or hits it with a melee attack while within 5 feet of it takes 11 (2d10) fire damage.

Actions

Conflagrate. Feninor moves up to its speed. While doing so, it can enter creatures' spaces. A creature must make a DC 19 Dexterity saving throw if Feninor enters its space. On a success, the creature can move up to its speed.

On a failed save, Feninor enters the creature's space, and the creature takes 14 (4d6) bludgeoning damage plus 28 (8d6) fire damage and is engulfed. The engulfed creature is restrained, and takes 14 (4d6) bludgeoning damage plus 28 (8d6) fire damage at the start of each of Feninor's turns. When Feninor moves, the engulfed creature moves with it.

When a creature starts its turn engulfed by Feninor, the creature is pulled 5 feet higher inside it, unless the creature is at the top.

An engulfed creature can try to escape by taking an action to make a DC 19 Strength or Dexterity check. On a success, the creature is no longer restrained by Feninor and is hurled 3d6 x 10 feet away from Feninor in a random direction.

FLOE MANTA

Medium elemental, neutral

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 5 ft., fly 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	15 (+2)	6 (-2)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +5

Damage Vulnerabilities fire

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses passive Perception 14

Languages Aquan

Challenge 4 (1,100 XP)

Amphibious. The manta can breathe air and water.

Frozen Body. A creature that touches the manta or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

Actions

Sting. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) cold damage. The target must make a DC 14 Constitution saving throw, with advantage if it has resistance to cold damage. A target immune to cold damage automatically succeeds on this saving throw. On a failure, roll 1d12 and consult the table below. If the target already has that area affected, roll again. The effects are additive.

1d12 Area	Effect
1-3 Right Leg	Speed is reduced by half your normal speed
4-6 Left Leg	Speed is reduced by half your normal speed
7-8 Right Arm	Unable to attack or provide somatic components with that arm
9-10 Left Arm	Unable to attack or provide somatic components with that arm
11 Head	Unable to maintain concentration
12 Chest	Unable to hold your breath

A creature that starts its turn with all areas affected dies, and is frozen solid. A creature can repeat the saving throw at the end of each of its turns, with the DC increasing by 2 for every additional area affected beyond the first.

FLOE MANTA

This strange creature resembles a manta ray, and is native to the Frostfell. They tend to roam the Elemental Plane of Water, not straying too far from the cold harshness of the Plane of Ice.

Occasionally, one will find its way into the Material Plane. It roams around, looking for prey to turn to ice and then consume. That is the only way it can maintain its temperature, and as such it has no quandaries ending the life of anything sentient.

While its sting is not particularly harmful, it brings with it the cold of the Frostfell. A creature pierced by it finds its limbs freezing over. When the manta is done freezing its entire body, it then proceeds to consume it.

NOTES

This elemental assumes it is going against bipedal creatures, namely player characters. As such, if a PC does not have all its limbs, ignore and repeat a roll that would fall on a non-existing limb.

A creature fully submerged in water has resistance to fire damage, which would cancel out the Floe Manta's vulnerability. As such, it is not calculated in CR as it is assumed the manta will be submerged at all times.



MAGNETIC ELEMENTAL

Made of unknown material, a magnetic elemental pulses erratically, pushing and pulling its surroundings. Rumors say they come from meteors when they fall through storms. The body consists mostly of the material, with thick and stumpy limbs. When needed its limbs separate, held together by magnetic force, only to join back together. Its head is the peak of the torso, a shard of energy peeking out which indicates its mood.

Able to push and pull metal from a distance, this elemental uses its magnetic abilities to its fullest. When one hunts one of these, it is best to leave your sword at home.



MAGNETIC ELEMENTAL

Large elemental, unaligned

Armor Class 17 (natural armor, see Magnetism)

Hit Points 105 (10d10 + 50)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	7 (-2)	10 (+0)	5 (-3)

Skills Athletics +8

Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10

Languages Terran

Challenge 6 (2,300 XP)

Magnetism. At the start of each of the elemental's turns, roll 1d6. On a 1 to 3, the elemental's AC is reduced by this number until the start of its next turn, and the elemental visibly expands. On a 4 to 6, the elemental's AC is increased by this number minus 3 until the start of its next turn, and the elemental visibly contracts.

Actions

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Impetus (Recharge 6). The elemental targets an object made of metal, such as a weapon or armor, within 60 feet. If the object is being worn or carried by a creature, the creature can make a Strength (Athletics) check contested by the elemental's. On a failure, the creature drops the object if it can, and the object moves as described below. If it can't drop the object, the creature is considered part of the object for the effect described below. The elemental decides whether to push or pull the object.

If the elemental decides to **push**, the object flies in a straight line up to 60 feet away from the elemental before falling to the ground, stopping early if it impacts against a solid surface. If the object would strike a creature, that creature must make a DC 15 Dexterity saving throw. On a failed save, the object strikes the target and stops moving. When the object strikes something, the object and what it strikes each take 13 (3d8) bludgeoning damage.

If the elemental decides to **pull**, the object flies in a straight line towards it. Any creatures in the object's path must succeed on a DC 15 Dexterity saving throw or take 9 (2d8) bludgeoning damage. When the object reaches the elemental, it takes 9 (2d8) bludgeoning damage and is grappled (escape DC 15). While grappled this way, a creature is restrained.

FLIEZUND

A large nomadic carnivorous plant, the fliezund stores up water in its body via its legs and travels the land in search of food. Should its water level get low, it plants itself in the ground and stores up more water, so it may resume its travels. Fliezunds tend to stay in damper climates, to be sure to have access to sufficient amounts of water.

Rather slow, the fliezund relies on its long legs to reach for enemies that attempt to stay far from it. It occasionally moves in bursts of speed in a straight line. With some effort it can also send the ground in front of it flying by burrowing its legs into the earth and heaving upwards. The fliezund also has a very acidic stomach which it can use as a defense mechanism by shooting acid upwards, letting it fall on nearby enemies.

It can quickly grab any food in front of it, put it into its mouth right into its stomach. Once it has absorbed everything it needs, it spits the remains back out. Anything it eats can be seen floating in it as it is digested.

Players can make an Intelligence (Nature) check to glean information about this creature:

- **DC 10:** It seems slow, but something tells you it can move if needed.
- **DC 15:** It seems to contain a lot of water, fire might not be as effective as you might think against this plant.
- **DC 20:** You can see into its stomach, it seems acidic.

FLIEZUND

Gargantuan plant, chaotic neutral

Armor Class 15 (natural armor)
Hit Points 310 (20d20 + 100)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	20 (+5)	10 (+0)	14 (+2)	8 (-1)

Saving Throws Con +10
Damage Resistances bludgeoning, piercing
Damage Immunities acid
Senses blindsight 60 ft., passive Perception 12
Languages —
Challenge 14 (11,500 XP)

Necrotic Vulnerability. If the fliezund takes 30 necrotic damage from a single attack or spell, it must succeed on a DC 23 Constitution saving throw or roots itself into the ground to refill its water supply for 1d2 rounds. While rooted, the fliezund is restrained and incapacitated, but has resistance to necrotic damage.

Actions

Multiattack. The fliezund makes two smash attacks.

Smash. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage.

Lunge. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage and is pulled within 5 feet of the fliezund. If the target is Medium or smaller, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the fliezund. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the fliezund, and it takes 21 (6d6) acid damage at the start of each of the fliezund's turns.

If the fliezund takes 40 damage or more on a single turn from a creature inside of it, the fliezund must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the fliezund.

Charge. The fliezund rushes forward, running 60 feet in a straight line. The fliezund cannot stop this charge. Any target in its path must succeed on a DC 19 Strength saving throw, taking 35 (10d6) bludgeoning damage on a failure, or half as much on a success. If a target fails its save, it is knocked prone.

Frantic Backlash (Recharge 5–6). The fliezund uses one of the following abilities.

Acid Rain. The fliezund spews a stream of acid upwards, which rains down in a 30-foot-radius, 40-foot-high cylinder centered on itself. Creatures in the area must make a DC 18 Dexterity saving throw. A target takes 45 (10d8) acid damage on a failure, or half as much on a success.

Earth Rupture. The fliezund rips the ground in a 20-foot cube in front of itself. Targets in the area must make a DC 19 Dexterity saving throw, taking 49 (14d6) bludgeoning damage on a failure, or half as much on a success. Targets in a 20-foot cube behind the first cube can also make a DC 19 Dexterity saving throw, taking half damage on a failure from the flying earth, or a quarter as much on a success. Regardless of the save, targets in the first cube are thrown 20 feet away from the fliezund and are knocked prone.



FLIEZUND

FREYBUG

A freybug takes the form of a monstrous black dog that patrols the country lanes at night terrifying late travelers and makes them flee in horror. It also targets anyone who wanders the street drunk more nights than not, probably due to deductions that they would not be missed much.

While a freybug is rare, they are extremely hard to kill and tend to come back shortly after its passing. As such most people are discouraged at pursuing them for revenge, as that feeling will be short-lived.

Eternal While these can seemingly not be killed by violence, every couple centuries a body of one is found, ripped apart from the inside. Weeks later, reports of a smaller-sized freybug terrorizing the streets of a nearby town appear.

Rare Variation. While the most common, if common can be used to describe this creature, color is of a red-ish color, one out of every 10 freybug is of a blue tint, along with the flames that it can exhale from its mouth. There is much speculation if these types of freybug are actually different, but no one has been able to keep an eye on either type for longer than a few minutes.



FREYBUG

Gargantuan monstrosity, chaotic evil

Armor Class 20 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	25 (+7)	20 (+5)	11 (+0)	18 (+4)

Saving Throws Dex +11, Con +14, Wis +7

Skills Perception +14, Stealth +11

Damage Immunities fire; bludgeoning, piercing, and slashing from nonmagical attacks

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 24 (62,000 XP)

Enduring. If the freybug is reduced to 0 hit points, it returns to life in 1d8 days and regains all hit points. Only a *wish* spell can prevent this trait from functioning.

Keen Hearing and Smell. The freybug has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (3/Day). If the freybug fails a saving throw, it can choose to succeed instead.

Mist Stalker. The freybug is invisible when within an area of mist or fog larger than its own size, unless it is within 10 feet of another creature.

Actions

Multiattack. The freybug makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Fire Breath (Recharge 5–6). The freybug exhales fire in a 60-foot-cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The freybug can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The freybug regains spent legendary actions at the start of its turn.

Dash. The freybug moves up to its speed without provoking opportunity attacks.

Claw Attack. The freybug makes a claw attack.

Frightening Glare (Costs 2 Actions). One creature the freybug can see within 60 feet must succeed on a DC 19 Wisdom saving throw or fall prone and become frightened for 1 minute. While frightened in this way, a creature is unable to get or stand up. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

YOUNG FREYBUG

Huge monstrosity, chaotic evil

Armor Class 18 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	20 (+5)	17 (+3)	9 (-1)	16 (+3)

Saving Throws Dex +8, Con +10, Wis +4

Skills Perception +9, Stealth +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages understands Abyssal, Common, and Infernal but can't speak

Challenge 14 (11,500 XP)

Enduring. If the freybug is reduced to 0 hit points, it returns to life in 1d8 days and regains all hit points. Only a *wish* spell can prevent this trait from functioning.

Keen Hearing and Smell. The freybug has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Mist Stalker. The freybug is invisible when within an area of mist or fog larger than its own size, unless it is within 10 feet of another creature.

Actions

Multiattack. The freybug makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) piercing damage plus 10 (3d6) fire damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Fire Breath (Recharge 6). The freybug exhales fire in a 30-foot-cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.



THE FROZEN

The ruler of a city in the north had a calm life. His rule was quiet, as no one bothered him and his citizens in the cold expanse they called home. For unknown reasons, the temperature decreased dramatically. What was relatively comfortable cold became endless blizzards and treacherous conditions. Over time, the entire population of the city froze over. The last person left was the ruler himself and his two royal guards, who had barricaded themselves into a room full of everlasting fire.

Unable to leave, they sought help from anything that would grant them aid, Orcus answered. In exchange for their eternal servitude, he would grant them immunity to the cold, along with a power to revive their people. Foolishly, they accepted.

The barricaded door blew open, the cold air rushed in. The three were instantly frozen over, but retained consciousness. Their flesh became as brittle as glass, their limbs were covered in thick ice. Their bodies merged, forming a hulking beast which spread its corruption throughout the tundra.

FROZEN ARCHER

Medium undead, chaotic evil

Armor Class 15 (armor scraps)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	5 (-3)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison, cold
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 3 (700 XP)

Shard Flurry. When the skeleton reaches 0 hit points, it explodes in a flurry of ice shards. Any creature within 10 feet of it must make a DC 13 Dexterity saving throw. On a failure, a target takes 10 (3d6) piercing damage, or half as much on a success. If the saving throw fails by 8 or more, a target gains 1 point of exhaustion as cold seeps into its flesh. For each 10 minutes a target spends near a source of heat, it loses one point of exhaustion gained from this effect.

Actions

Multiattack. The skeleton makes two attacks.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) cold damage.

FROZEN DUELIST

Medium undead, chaotic evil

Armor Class 15 (armor scraps)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	16 (+3)	5 (-3)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison, cold
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 4 (1,100 XP)

Aggressive. As a bonus action, the skeleton can move up to its speed towards a hostile creature that it can see.

Pack Tactics. The skeleton has advantage on an attack roll against a creature if at least one of the skeleton's allies is within 5 feet of the creature and the ally isn't incapacitated.

Shard Flurry. When the skeleton reaches 0 hit points, it explodes in a flurry of ice shards. Any creature within 10 feet of it must make a DC 13 Dexterity saving throw. On a failure, a target takes 10 (3d6) piercing damage, or half as much on a success. If the saving throw fails by 8 or more, a target gains 1 point of exhaustion as cold seeps into its flesh. For each 10 minutes a target spends near a source of heat, it loses one point of exhaustion gained from this effect.

Actions

Multiattack. The skeleton makes two attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) cold damage.

Reactions

Parry. The skeleton adds 2 to its AC against one melee attack that would hit it. To do so, the skeleton must see the attacker and be wielding a melee weapon.

FROZEN SPEARMAN

Medium undead, chaotic evil

Armor Class 15 (armor scraps, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	5 (-3)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison, cold

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1 (200 XP)

Shard Flurry. When the skeleton reaches 0 hit points, it explodes in a flurry of ice shards. Any creature within 10 feet of it must make a DC 13 Dexterity saving throw. On a failure, a target takes 10 (3d6) piercing damage, or half as much on a success. If the saving throw fails by 8 or more, a target gains 1 point of exhaustion as cold seeps into its flesh. For each 10 minutes a target spends near a source of heat, it loses one point of exhaustion gained from this effect.

Actions

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) cold damage.

FROZEN SWORDSMAN

Medium undead, chaotic evil

Armor Class 13 (armor scraps)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	5 (-3)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison, cold

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 2 (450 XP)

Shard Flurry. When the skeleton reaches 0 hit points, it explodes in a flurry of ice shards. Any creature within 10 feet of it must make a DC 13 Dexterity saving throw. On a failure, a target takes 10 (3d6) piercing damage, or half as much on a success. If the saving throw fails by 8 or more, a target gains 1 point of exhaustion as cold seeps into its flesh. For each 10 minutes a target spends near a source of heat, it loses one point of exhaustion gained from this effect.

Actions

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 3 (1d6) cold damage.



FROZEN MARKSMAN

Medium undead, chaotic evil

Armor Class 16 (armor scraps)

Hit Points 105 (14d8 + 42)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	16 (+3)	5 (-3)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison, cold

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 5 (1,800 XP)

Shard Flurry. When the skeleton reaches 0 hit points, it explodes in a flurry of ice shards. Any creature within 10 feet of it must make a DC 14 Dexterity saving throw. On a failure, a target takes 10 (3d6) piercing damage, or half as much on a success. If the saving throw fails by 8 or more, a target gains 1 point of exhaustion as cold seeps into its flesh. For each 10 minutes a target spends near a source of heat, it loses one point of exhaustion gained from this effect.

Actions

Multiattack. The skeleton makes three attacks.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 3 (1d6) cold damage.

FROZEN SLAYER

Medium undead, chaotic evil

Armor Class 14 (armor scraps)

Hit Points 105 (14d8 + 42)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	5 (-3)	8 (-1)	5 (-3)

Damage Resistances piercing, slashing from nonmagical attacks

Damage Immunities poison, cold

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 6 (1,100 XP)

Brute. A melee weapon deals one extra die of its damage when the skeleton hits with it (included in the attack).

Shard Flurry. When the skeleton reaches 0 hit points, it explodes in a flurry of ice shards. Any creature within 10 feet of it must make a DC 14 Dexterity saving throw. On a failure, a target takes 10 (3d6) piercing damage, or half as much on a success. If the saving throw fails by 8 or more, a target gains 1 point of exhaustion as cold seeps into its flesh. For each 10 minutes a target spends near a source of heat, it loses one point of exhaustion gained from this effect.

Actions

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage plus 3 (1d6) cold damage.

Reactions

Unbridled Fury. In response to being hit by a melee attack, the skeleton can make one melee weapon attack with advantage against the attacker.



FROZEN MONARCH

Standing on two feet, this abomination carries a large chain around its waist, has three heads, and large, icy claws. It then travelled throughout the city, animating every single citizen into skeletons comprising mostly of ice.

The stronger the humanoid it kills, the stronger the frozen it becomes. Some of them even grow wings made of ice, somehow able to give them flight.

Now they roam the tundra in search of more humanoids, dead or alive, to join their ranks. The warmth of the south renders them unable to leave its cold expanse.

Their armies tend to ignore wildlife, as they have no use for them, and even occasionally attract humanoids that wish to hunt them. They distinctly avoid any territories belonging to gashkragos, as unlike most wildlife they kill anything that wanders too close to their lairs. Otherwise, they roam aimlessly, as the monarch does in his city.

FROZEN MONARCH

Large undead, chaotic evil

Armor Class 19 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	15 (+2)	12 (+1)	8 (-1)

Saving Throws Str +12, Wis +7, Cha +5
Skills Athletics +12, Perception +7
Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks
Damage Immunities poison, cold
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Common
Challenge 17 (18,000 XP)

Glacial Body. At the start of each of the monarch's turns, each creature within 5 feet of it takes 7 (2d6) cold damage and has their speed reduced by 10 feet until the end of their next turn. A creature that touches the monarch or hits it with a melee attack while within 5 feet of it takes 7 (2d6) cold damage.

Icy Grip. Any humanoid within 30 feet of the monarch who dies or has died from exhaustion or cold reanimates into a frozen skeleton. Its CR is equal to 1/4th of its level or CR (rounded up). The skeleton acts on the monarch's initiative after it spends one round forming itself.

Legendary Resistance (3/Day). If the monarch fails a saving throw, it can choose to succeed instead.

Magic Resistance. The monarch has advantage on saving throws against spells and other magical effects.

Three Heads. The monarch has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Shard Whirlwind. When the monarch reaches 0 hit points, it explodes in a whirlwind of ice shards. For 1 minute, any creature within 30 feet of its body must make a DC 19 Dexterity saving throw at the start of each of its turns. On a failure, a target takes 21 (6d6) piercing damage, or half as much on a success. If the saving throw fails by 8 or more, a target gains 1 points of exhaustion as cold seeps into its flesh. For each 10 minutes a target spends near a source of heat, it loses one point of exhaustion gained from this effect.

Actions

Multiattack. The monarch makes two attacks, only one of which can be a chain attack.

Claw. Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) piercing damage plus 7 (2d6) cold damage.

Chain. Melee Weapon Attack: +12 to hit, reach 30 ft., one target. Hit: 20 (4d6 + 6) bludgeoning damage, and the target must succeed on a DC 19 Strength saving throw or be pulled up to 25 feet towards the monarch.

Frost Breath (Recharge 5–6). The monarch exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 63 (14d8) cold damage on a failed save, or half as much damage on a successful one. A creature killed by this becomes a frozen statue, and if it is not thawed within 1 hour is animated per the Icy Grip feature.

GHASKRAGO

Due to their high body temperature, the ghaskrago can be found at the top of the the tallest mountains to maintain the body temperature. They sleep for incredibly long periods of time buried in the ground, long enough that they become encased in ice. Ghaskrago are rather rare and very territorial.

A ghaskrago's temperature will increase with strenuous activity, increasingly exposing its weak points as well as its speed. The ghaskrago is aware of its limits, therefore will be very aggressive to keep any fight short. Should a ghaskrago fight for too long, it will flee unless escape is impossible. If it chooses to fight till the end, it will try to take down as many opponents as it can.

GHASKRAGO

Huge monstrosity, neutral

Armor Class 24 (see Body Temperature feature)
Hit Points 348 (24d12 + 192)
Speed 40 ft. (See Body Temperature feature)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	18 (+4)	26 (+8)	3 (-4)	17 (+3)	14 (+2)

Saving Throws Con +15, Wis +10, Cha +9
Skills Athletics +16, Perception +10, Stealth +11
Damage Immunities fire, cold
Condition Immunities charm, exhaustion, petrified, stun
Senses darkvision 60 ft., passive Perception 20
Languages understands Ignan but can't speak
Challenge 24 (62,000 XP)

Body Temperature. The ghaskrago has to maintain its body temperature and defaults to a temperature of 0. The table below outlines its statistical changes based on its temperature level. Fire and cold deals no damage but add or remove points respectively for every 10 damage it would normally deal. The ghaskrago gains 1 point of temperature at the end of each round of activity and loses 1 point if it does no actions while in a freezing environment. It also loses 3 points when it uses a breath weapon.

Phase	Temperature	Ice Status	AC	Speed
Cold	0-4	Fully encased	24	40 ft.
Neutral	5-9	Extremities melted	23	45 ft.
Neutral	10-14	Joints melting	22	50 ft.
Hot	15-19	Melted holes	21	55 ft.
Hot	20-24	Patches left	20	60 ft.
Hot	25-29	No ice	19	65 ft.

Legendary Resistance (3/Day). If the ghaskrago fails a saving throw, it can choose to succeed instead.

Magic Resistance. The ghaskrago has advantage on saving throws against spells and other magical effects.

Meltdown. When a ghaskrago dies or reaches temperature 30, it explodes. Each creature within 30 feet of it must make a DC 23 Dexterity saving throw, taking 21 (6d6) fire damage plus 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one. If a creature fails its save, it ignites.

Until the target takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Pounce. If the ghaskrago moves at least 30 feet straight towards a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 24 Strength saving throw or be knocked prone.

Actions

Multiattack. The ghaskrago makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. **Hit:** 35 (4d12 + 9) piercing damage plus 21 (6d6) fire damage, and the target is grappled (escape DC 24).

Claws. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. **Hit:** 27 (4d8 + 9) slashing damage. If the ghaskrago isn't in its **cold phase**, the target also takes 10 (3d6) fire damage.

Breath Weapons (Recharge 5–6). The ghaskrago uses one of the following breath weapons.

Bombardment. The ghaskrago exhales five fire bombs (see image) each with a radius of 10 feet. Each creature in an affected area must make a DC 23 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much on a successful one. If a creature fails its save, it ignites. Until the target takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Conflagration. The ghaskrago exhales an fiery blast in a 100-foot line that is 15 feet wide. Each creature in that area must make a DC 23 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much on a successful one. If a target fails its save, it ignites. Until the target takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Legendary Actions

The ghaskrago can take 3 legendary actions when in a **hot phase**, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ghaskrago regains spent legendary actions at the start of its turn.

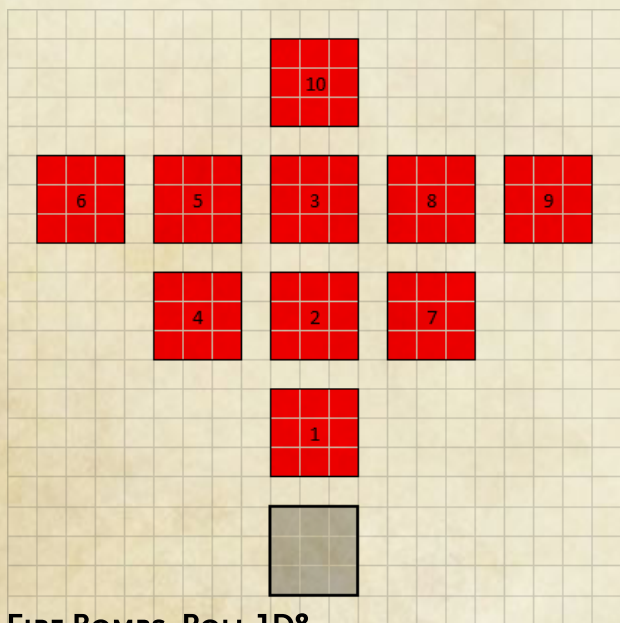
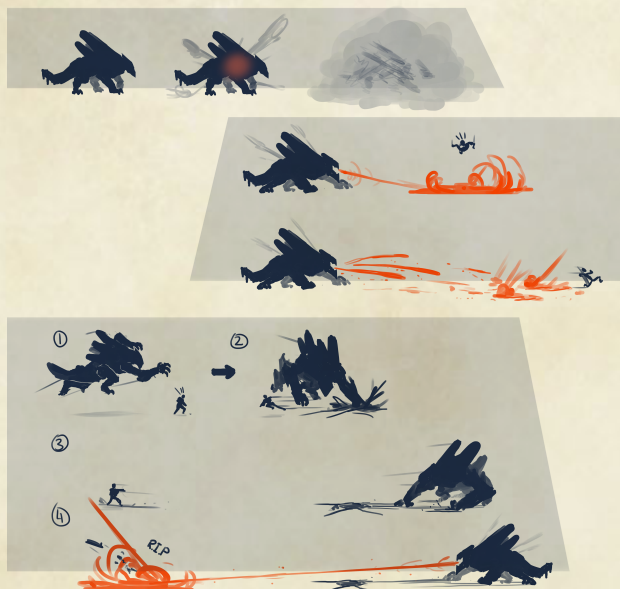
Dash. The ghaskrago moves up to its speed.

Claw. (Costs 2 Actions) The ghaskrago makes a claw attack.

Bite. (Costs 3 Actions) The ghaskrago makes a bite attack.

Players can make an Intelligence (Arcana) check to glean information about this creature:

- **DC 9:** It seems incredibly aggressive, if you want to run do it before it sees you.
- **DC 13:** It's got a tough outer shell made of ice, if only it was thinner...
- **DC 20:** It seems to have a fire burning inside of it, which the ice is containing. Melting the ice could be dangerous.



FIRE BOMBS, ROLL 1D8

1	1, 2, 3, 6, 9	5	4, 6, 7, 8, 10
2	1, 4, 6, 7, 9	6	4, 5, 7, 9, 10
3	3, 5, 6, 8, 9	7	1, 2, 5, 9, 10
4	2, 3, 5, 8, 10	8	1, 2, 6, 8, 10

The ghaskrago's origins are unknown but are not mentioned in history books. The races of the continent are thankful that it can only survive in freezing temperatures, as these are extremely dangerous creatures.



GIANTS

The giants presented here are more powerful than others of their kind, because their gods have shown them favor.

FROST GIANT SHAMAN

Blessed by Thrym, the god of frost giants, a shaman finds himself grown in size, with sharp icy claws and magic similar to that of a cleric's. A shaman can cast from the conjuration, divination, evocation schools.

FROST GIANT SHAMAN

Gargantuan giant (frost giant), neutral evil

Armor Class 15 (patchwork armor)
Hit Points 155 (10d20 + 50)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	10 (+0)	20 (+5)	13 (+1)

Saving Throws Con +9, Wis +9, Cha +5
Skills Athletics +10, Insight +9, Perception +9
Damage Immunities cold
Senses passive Perception 19
Languages Giant
Challenge 11 (7,200 XP)

Spellcasting. The giant is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). The giant has the following cleric spells prepared:

Cantrips (at will): *guidance, sacred flame, word of radiance*

1st level (4 slots): *cure wounds, guiding bolt, healing word*

2nd level (3 slots): *augury, locate object, spiritual weapon*

3rd level (3 slots): *mass healing word, sending, spirit guardians, tongues*

4th level (3 slots): *divination, locate creature*

5th level (2 slots): *mass cure wounds, scrying*

6th level (1 slot): *heal, true seeing, word of recall*

Actions

Multiattack. The giant makes two claw attacks.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage plus 10 (3d6) cold damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

FROST GIANT WITCH DOCTOR

Similar to a shaman, frost giant witch doctors are larger than their normal counterparts, however are granted the arcane abilities. They prefer spells that can bewilder and confound other giants, but exceptions exist.



Witch doctors are sometimes the head of small groups of frost giants, significantly improving the intellect of the unit they are a part of. If a shaman is also present, such a group of giants can terrorize a countryside at their leisure.

FROST GIANT WITCH DOCTOR

Gargantuan giant (frost giant), neutral evil

Armor Class 15 (patchwork armor)
Hit Points 186 (12d20 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	19 (+4)	10 (+0)	12 (+1)

Saving Throws Con +9, Wis +4, Cha +5
Skills Arcana +8, Athletics +10, Perception +4
Damage Immunities cold
Senses passive Perception 14
Languages Common, Giant
Challenge 11 (7,200 XP)

Spellcasting. The giant is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The giant has the following wizard spells prepared:

Cantrips (at will): *friends, frostbite, minor illusion*

1st level (4 slots): *charm person, silent image*

2nd level (3 slots): *blur, mirror image*

3rd level (3 slots): *enemies abound, fear, hypnotic pattern*

4th level (3 slots): *greater invisibility, phantasmal killer*

5th level (2 slots): *dominate person, geas, hold monster, mislead, modify memory*

6th level (1 slot): *mass suggestion, mental prison*

Actions

Multiattack. The giant makes two claw attacks.

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) slashing damage plus 10 (3d6) cold damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

KARAPAKS

A beast that could be compared to a dinosaur, it however has a calcium exoskeleton tightly encasing its body. It is commonly believed they are born without it, and that it grows over time. Its elongated head, sharp teeth, and crimson eyes keep away most potential predators. Their back is ridged with large spikes, their tail is pronged and pointed. They have four slender arms, each with two long claws, that are more for eating than hunting. Large talons adorn their legs, and white, plate-like armor down their entire length.



KARAPAKS

Medium beast, unaligned

Armor Class 16 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	5 (-3)	14 (+2)	10 (+0)

Skills Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses passive Perception 15

Languages None

Challenge 6 (2,300 XP)

Keen Hearing. The karapaks has advantage on Wisdom (Perception) checks that rely on hearing.

Pounce. If the karapaks moves at least 30 feet straight towards a creature and then hits it with a talon attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the karapaks can make one bite attack against it as a bonus action.

Actions

Multiattack. The karapaks can use its Unnerving Screech, if available. It then makes four attacks: one with its bite, one with its tail, and two with its talons. It can't make the bite and tail attacks against the same target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) piercing damage.

Talon. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Unnerving Screech (Recharge 6). Each creature of the karapaks's choice that is within 60 feet of the karapaks and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, a creature is unable to speak, and its speed becomes 0. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the karapaks's Unnerving Screech for the next 24 hours.

KUO-TOA

KUO-TOA DEITY TEMPLATE

Kuo-toa have the power to create beings of power with worship. Their collective subconscious is able to give shape to creatures with abnormal abilities. These can be based off anything, usually when a tribe of kuo-toa find a statue to their liking. Sometimes, a particularly cunning creature will have a statue raised in their likeness, in order to place it in a tribe's path. By doing so, with a bit of enchanting, they can assure that the kuo-toas' worship is directed to them to increase their powers.

The abilities a tribe of kuo-toa grant are solely based on the amount that worship the statue. The stronger the kuo-toa, the more power it can grant. If a tribe or part of a tribe of kuo-toa is slain or otherwise stop worshipping the statue, the powers granted fade after 1d4 days.

Kuo-Toa	Power Granted	Kuo-Toa	Power Granted
Normal	2	Monitor	24
Whip	8	Archpriest	48

This power can be "spent" on certain abilities. The rightmost column indicates the effect on CR. If a feature is not described in the *Monster's Manual*, it is stated below. The affected creature is referred to as the "empowered".

Cost	Feature	Source	CR Effect
8	Amphibious	p.13	None
8	Chameleon Skin	p.290	None
8 x regen	Regeneration	p.291	+3x the regeneration per round in effective HP
12	Aggressive	p.246	+2 DPR
18	Enlarge	p.122	Increase DPR by the added dice per round of attacks
20 each	Legendary Resistance	Below	See below
24	Brute	p.33	Increase DPR by the added dice per round of attacks
30	Magic Resistance	p.16	+2 to effective AC
30*	Multiattack	Below	Increase DPR according to the extra attack(s)
30 each	Legendary Actions	Below	See below
40	Aura	Below	Increase DPR by the average damage of the dice chosen
40	Damaging Body	Below	Increase DPR by the average damage of the dice chosen
50	Blood Frenzy	p.263	+4 to effective attack bonus
60	Frightful Presence	p.87	+25% to effective HP if facing characters of 10th level or lower
Varies	General buff	Below	Varies greatly, see below

FEATURES

Aura. A creature takes damage (DM's choice of type and amount) either:

- "At the start of each of the empowered's turn, each creature within 5 feet,..."
- "If a creature starts its turn within 5 feet of the empowered,..."

Damaging Body. A creature that touches the empowered or hits it with a melee attack while within 5 feet of it takes damage (DM's choice of type and amount). An example of this is on page 266 of the *Monster's Manual*, this feature has different names across monsters to fit their theme.

General Buff. This can be a buff to AC, number of hit dice, proficiency in a saving throw, or an ability in particular. As such, this can have varying impacts on CR. This is recommended only if you have decent knowledge of how to build a monster. As far as costs, whatever you feel appropriate based on what you give the monster, use the Costs table as a guide.

Legendary Resistance. Each per day use increases the empowered's effective hit points, based off CR:

- **CR 1-4:** 10 hp
- **CR 5-10:** 20 hp
- **CR 11+ :** 30 hp

Legendary Actions. You can grant any number of actions to be spent per round (usually 3). Usual categories would be:

- **Attack.** Increase DPR as if it made that attack equal to the amount of times it uses this LA per round.
- **Detect.** The empowered makes a Wisdom (Perception) check.
- **Mobility.** The empowered moves up to half its speed without provoking opportunity attacks.
- **Mobility + Damage.** Each creature within a number of feet (5 to 15) feet of the empowered must succeed on a saving throw or takes damage and be knocked prone. The empowered can then move up to half its movement speed. Increase DPR by the amount of times it uses this LA per round. Usually this has a cost of 2 LAs.

Other good examples of Legendary Actions would be (the CR implications here are usually more complicated):

- Demilich (MM p.48)
- Kraken (MM p.197)
- Lich (MM p.202)
- Mummy Lord (MM p.229)
- Unicorn (MM p.294)
- Vampire (MM p.297)
- Storm Giant Quintessent (Volo's p.151)
- Alhoon (Volo's p.172)
- Elder Brain (Volo's p.174)

Multiattack. The creature gains an additional attack per turn. This feature can be taken multiple times, but the cost triples every time (30 becomes 90 becomes 270, etc...)

NOTE

The "power granted" per type of kuo-toa is of course a suggestion, along with the costs for each feature.

EXAMPLE EMPOWERED CREATURE

In this example, a medusa (MM p.214) has secured the worship of a tribe of kuo-toa comprising of:

- 40 Kuo-Toa
- 11 Kuo-Toa Whip
- 3 Kuo-Toa Monitor
- 1 Kuo-Toa Archpriest

Which grants it a total of 288 Power.

Which has given it the following benefits:

Feature	Cost	Feature	Cost
Amphibious	8	Multiattack (1)	30
Legendary Actions (2)	60	Regeneration (10)	80
Legendary Resistance (2)	40	Dexterity +1	20
Magic Resistance	30	Charisma +1	20

EMPOWERED MEDUSA

Medium monstrosity, lawful evil

Armor Class 16 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	12 (+1)	13 (+1)	16 (+3)

Skills Deception +7, Insight +5, Perception +5, Stealth +7
Senses darkvision 60 ft., passive Perception 15
Languages Common
Challenge 12 (8,400 XP)

Amphibious. The medusa can breathe air and water.

Legendary Resistance (2/Day). If the medusa fails a saving throw, it can choose to succeed instead.

Magic Resistance. The medusa has advantage on saving throws against spells and other magical effects.

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 16 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Regeneration. The medusa regains 10 hit points at the start of its turn. If the medusa takes lightning or thunder damage, this trait doesn't function at the start of the medusa's next turn. The medusa dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The medusa makes either four melee attacks - two with its snake hair and two with its shortsword - or three ranged attacks with its longbow.

Snake Hair. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 14 (4d6) poison damage

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage

Legendary Actions

The medusa can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The medusa regains spent legendary actions at the start of its turn.

Blink. The medusa teleports up to half its speed.

Detect. The medusa makes a Wisdom (Perception) check.

Attack (Costs 2 Actions). The medusa makes an attack.

LERNAEAN HYDRA

A creature of legendary might and resilience, this type of hydra is feared by all. Its heads were capable of growing back in doubles if cut off, and each of them posed an equal threat. Defeating one of these rare beasts was a feat that was almost unheard of, as even full companies of men died by its maws.

LERNAEAN HYDRA

Huge paragon monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 63/63/63/63/63 (6d12 + 24 ea.)

Speed 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	18 (+4)	2 (-4)	10 (+0)	7 (-2)

Saving Throws Str +12, Wis +7, Cha +5

Skills Perception +14

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 24

Languages –

Challenge 22 (41,000 XP)

Hold Breath. The hydra can hold its breath for 4 hours.

Legendary Resistance (3/Day). If the hydra fails a saving throw, it can choose to succeed instead.

Multiple Heads. The hydra has a number of heads equal to its number of hit point pools. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. If all of its heads are dead at the start of its turn, the hydra dies.

Paragon Actions. Roll initiative once for each hit point pool with more than 0 hit points at the start of each combat. Each hit point pool represents a head of the hydra and each gets its own full turn and reaction. A head that spawns from another shares the spawner's initiative and movement.

One of these destroyed the temple of Paladine, and was tracked by an earth genasi named Stonemeld. According to legend, he was able to pick at the hydra over a span of two days until its heads no longer grew back. This is the one and only story with some veracity about a lernaean hydra that was slain.

The hydra's Poison Breath recharge is rolled at the start of a round, and a single head using it will trigger the cooldown.

Paragon Hit Points. The lernaean hydra's 5 heads each have their own pool of 64 hit points. Each pool must be targeted individually by attacks and other effects. Whenever a head is reduced to 0 hp, it grows two smaller heads, each with a pool of hit points equal to 1/4 of the hit points of the originating head. This trait doesn't function if a pool was reduced to 0 hit points with fire damage or if the smaller heads would come back with 1 hit point.

Paragon Resilience. When the hydra is struck by an area of effect such as *fireball*, or an attack targeting its body, the total damage is divided equally among its hit point pools. If there is any remainder, one damage is applied to each head until there is no more remainder. When a single-target spell with a condition is used against this creature only one head is affected, and spells with multiple chosen targets treats a head as its own creature.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Bite Melee Weapon Attack: +12 to hit, reach 20 ft., one target. **Hit:** 16 (2d10 + 5) piercing damage.

Poison Breath (Recharge 6). The hydra head inhales and each other head can use its reaction to join in, then the hydra exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 3 (1d6) poison damage for each head that joined in the breath on a failed save, or half as much damage on a successful one.



LERNAEAN HYDRA

This page is for tracking the health of the pools of the hydra. Start at the right of each row and when a pool dies from anything but fire damage, cross it out and write the maximum health for 2 unused pools to the right. Each active pool counts as a head. If a pool is killed by fire damage, cross out pools that it would have created, along with any they would have created.

HEAD #1 - INITIATIVE:

As 1 head	As 2 heads	As 2 heads	As 4 heads	As 4 heads	As 4 heads	As 4 heads
/63	/15	/15	/3	/3	/3	/3

HEAD #2 - INITIATIVE:

As 1 head	As 2 heads	As 2 heads	As 4 heads	As 4 heads	As 4 heads	As 4 heads
/63	/15	/15	/3	/3	/3	/3

HEAD #3 - INITIATIVE:

As 1 head	As 2 heads	As 2 heads	As 4 heads	As 4 heads	As 4 heads	As 4 heads
/63	/15	/15	/3	/3	/3	/3

HEAD #4 - INITIATIVE:

As 1 head	As 2 heads	As 2 heads	As 4 heads	As 4 heads	As 4 heads	As 4 heads
/63	/15	/15	/3	/3	/3	/3

HEAD #5 - INITIATIVE:

As 1 head	As 2 heads	As 2 heads	As 4 heads	As 4 heads	As 4 heads	As 4 heads
/63	/15	/15	/3	/3	/3	/3

MANTICORES

MANTICORE ALPHA

Once in a while, a manticore will grow up to be much stronger than its peers. Such a manticore takes up the mantle of alpha, leading packs of its own to defeat larger or more dangerous foes.

MIMICS

FOUNTAIN MIMIC

A much larger mimic, this type passes itself off as containers of water, with fountains being the most common shape. The water it contains is actually acid, and when an unfortunate soul approaches it, it engulfs it and closes itself around it, digesting that creature alive.

MANTICORE ALPHA

Huge monstrosity, lawful evil

Armor Class 15 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	18 (+4)	8 (-1)	14 (+2)	10 (+0)

Senses darkvision 60 ft., passive Perception 12
Languages Common
Challenge 6 (2,300 XP)

Tail Spike Regrowth. The manticore has forty-eight tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +7 to hit, range 100/200 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Spike Volley (Recharge 5–6). The manticore flings spikes in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 27 (6d8) piercing damage on a failed save, or half as much damage on a successful one.

The manticore uses 16 of its tail spikes each time it uses this ability.

FOUNTAIN MIMIC

Large monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	6 (-2)	13 (+1)	9 (-1)

Skills Stealth +7
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 5 (1,800 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 16). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Multiattack. The mimic makes two pseudopod attacks. It can replace a pseudopod attack with one use of Engulf.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Engulf. The mimic engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, unable to breathe, has total cover from an attacks and other effects outside the mimic, and takes 14 (4d6) acid damage at the start of each of the target's turns. If the mimic moves, the engulfed target moves with it. If the mimic dies, the creature inside it is no longer restrained by it. A mimic can engulf only one creature at a time.

Oozes

Boiling Ooze

Residents of the desert, these ooze specialize in ambushing unwitting prey. Being slow on land, but able to burrow quickly through sand, their preferred method is to stay under the dunes until they are directly underneath their target. Their bodies are liquid, and are extremely sensitive to temperature changes.

When it manages to engulf a creature, it simply waits for the sun and heat to do its work. The ooze quickly boils, which it has become accustomed to. The prey however suffers the horrible feeling of being cooked alive.

Electric Grime

A spawn of spark sludges, these little globs stay in packs to help conduct the electrical discharges their parents produce.

Spark Sludge

A freak even amongst the oozes, the spark sludge is different in many ways. Like some oozes, it can produce smaller versions of itself, however this ooze does so passively, not reducing its own size in the process. It can maintain a few of its smaller selves, which serve as conduits for its electrical power.

It conducts electricity, and has no other way to discharge it except through its smaller selves.

Swamp Sludge

This variety of ooze closely resembles mud, and as such lives in the swamp bed. It can digest what organic material is present there, extracting what it needs to breathe from it. It then holds in concentrated, poisonous fumes created from process to release at a later time.

It preys upon creatures that pass through its territory, following it while releasing these fumes. When the creature is subjected to these for a time, it will suffocate and die, leaving the sludge to digest its corpse. It only uses brute force as a last result, preferring to wait until any nearby foes are gone or dead before it surfaces.

Boiling Ooze

Large ooze, unaligned

Armor Class 9

Hit Points 136 (16d10 + 48)

Speed 10 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	3 (-4)	8 (-1)	2 (-4)

Skills Perception +2, Stealth +2

Damage Resistances bludgeoning, cold, fire, force
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 12

Languages None

Challenge 5 (1,800 XP)

Dune Shifter. The ooze can only burrow through sand. While burrowed it cannot be hit by anything but attacks that deal piecing damage.

Actions

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) fire damage.

Engulf. The ooze attempts to engulf a creature standing above or within 5 feet of it. The target must make a DC 14 Dexterity saving throw. On a successful save, the ooze resubmerges itself in the sand, exposing itself to any opportunity attacks.

On a failure, the ooze enters the target's space, and the creature takes 10 (3d6) fire damage and is engulfed. The engulfed creature can't breathe and is restrained. The target takes 21 (6d6) fire damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it.

While the ooze has a creature engulfed, it cannot burrow. The ooze can hold up to 2 Medium or smaller creatures inside it at a time.

The target can use an action to make a DC 14 Strength check, escaping on a success. A creature within 5 feet of the ooze can also make this check, taking 10 (3d6) fire damage for each attempt.

ELECTRIC GRIME

Medium swarm of Tiny oozes, unaligned

Armor Class 8

Hit Points 16 (3d8 + 3)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	13 (+1)	1 (-5)	6 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities lightning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, petrified, prone, restrained, stunned

Senses blindsight 60 ft., passive Perception 8

Languages -

Challenge 1/8 (25 XP)

Spider Climb. The grime can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sticky Terrain. A creature that starts its turn in the crime's area must succeed on a DC 12 Strength saving throw or have its speed reduced to 0 for its turn.

Swarm. The crime can occupy another creature's space and vice versa, and the grime can move through any opening larger than a quarter inch. The grime can't regain hit points or gain temporary hit points.

Actions

Discharge. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one creature in the grime's space. *Hit:* 2 (1d4) lightning damage, or 1 (1d2) lightning damage when the grime is below half health.



SPARK SLUDGE

Large ooze, unaligned

Armor Class 11

Hit Points 110 (13d10 + 39)

Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	4 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 8

Languages -

Challenge 5 (1,800 XP)

Amorphous. The sludge can move through a space as narrow as 1 inch wide without squeezing.

Division. Every hour while the sludge is above 0 hit points, it spawns 1 electric grime in an unoccupied space within 5 feet. A spark sludge can have no more than 8 electric grime alive at a time.

Repulsion. The AC of the sludge includes its Constitution bonus.

Spider Climb. The sludge can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The sludge makes two pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage plus 5 (2d4) lightning damage.

Lightning Pulse (Recharge 5–6). The sludge arcs lightning to up to 2 electric grimes within 60 feet. Any creature also occupying a swarm's space must make a DC 15 Constitution saving throw. On a failure, the creature takes 28 (8d6) lightning damage, or half as much on a success.

SWAMP SLUDGE

Medium ooze, unaligned

Armor Class 9 (13 while burrowed)

Hit Points 104 (16d8 + 32)

Speed 5 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	8 (-1)	14 (+2)	3 (-4)	10 (+0)	2 (-4)
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Skills Athletics +6, Perception +3, Stealth +5

Damage Vulnerabilities fire

Damage Resistances cold, force, poison, necrotic; bludgeoning, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 13

Languages —

Challenge 5 (1,800 XP)

Amorphous. The sludge can move through a space as narrow as 1 inch wide without squeezing, and has advantage on ability checks made to escape a grapple.

Mud Glider. The sludge can only burrow through mud. While burrowed, it gains the following benefits:

- Its AC increases by 4.
- It has advantage on Dexterity (Stealth) checks.
- Attack rolls against it have disadvantage.
- Area effects cannot affect it unless they affect the mud the sludge is in.
- It can't use its pseudopod attack.
- Grapple checks against it have disadvantage.

Transmutation Susceptibility. If the sludge is affected by transmute mud to stone, it must make a Constitution saving throw against the spellcaster's spell save DC before making its Dexterity saving throw. On a failure, the sludge is petrified while within the area of the spell.

Actions

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 3 (1d6) acid damage.

Expel Gas. The sludge releases toxic gases, which affect any creatures directly above it. A target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one. A creature that fails its save is also poisoned. While poisoned in this way, a creature starts to suffocate. A creature can repeat the saving throw at the end of each of its turn, ending the effect on itself on a success.

SUFFOCATING

When a creature is suffocating, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

VARIANT: COASTAL SLUDGE

This variant of a Swamp Sludge lives near beaches, under the sand. It stays near beaches and preys on the small fishes and the occasional swimmer. It absorbs the multitude of micro-organisms it comes across and uses them to become a breeding ground for poisonous fumes.

All of its mud-based features are changed to sand, and it gains a swimming speed of 10 feet.

As a reminder, being fully submerged in water, a creature gains resistance to fire damage.

RAYER

This type of abomination is a creation of mind flayer experiment which consisted of a chameleon and a tadpole-like young of mind flayers. After discovering what happens if a tadpole is left to mature without the process of ceremorphosis, mind flayers looked to other avenues than killing them. Their first successful experiment was with a chameleon. What emerged retained the camouflage ability of its host, along with the capacity to jump extremely far.

A rayer resembles a chameleon with bulbous protrusions on its back, although the most significant difference is its head. Its eyeless head consists of a gaping maw surrounded by razor sharp tendrils. Within, it keeps an extremely long tongue.

Its favorite method of hunting involves staying near areas that are frequented by creatures and prowling in the trees to wait for an unsuspecting prey. It then leaps onto its prey's face and latches on. After an initial moment of fear, the prey can feel the rayer's long barbed tongue enter its body, tearing its vital organs to shreds.

RAYER

Small aberration, lawful evil

Armor Class 17 (natural armor)

Hit Points 117 (18d6 + 54)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	19 (+4)	16 (+3)	4 (-3)	12 (+1)	5 (-3)
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Senses blindsight 90 ft., passive Perception 11

Languages –

Challenge 6 (2,300 XP)

Chameleon Skin. While the rayer remains motionless, it gains a +10 bonus to Dexterity (Stealth) checks made to hide. Once it moves or takes an action, it loses the bonus.

Spider Climb. The rayer can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Standing Leap. The rayer's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Face Hug. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 22 (4d8 + 4) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 15), and frightened. Until the grapple ends, the target is blinded to everything except the rayer. A frightened target can make a DC 15 Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

Internal Hemorrhage. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature grappled by the rayer. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the rayer kills the target by extracting and devouring its heart.



RA'ZAC

The ra'zac were a race that fed on humans and likely came from the same homelands. Ra'zacs' breath have the power to paralyze humans in a dream-like state, however, it barely clouds the minds of dwarves and is ineffective against elves altogether.

The ra'zac almost extinct due to attempts to eradicate them. They are used by kings and nobles for nefarious purposes, and have no quandary in such matters.

Life Cycle. When a ra'zac is hatched, it is referred to as a *pupa* or a *crazorac*. It develops a roughly human exoskeleton, allowing it to remain somewhat inconspicuous in the company of its favorite prey, humans. During the pupae stage, they wear black cloaks to help hide their true form. In this stage, ra'zac feed exclusively on human beings, but upon maturing will kill and eat anything that moves.

When the pupae reaches the first full moon of its twentieth year, it sheds its exoskeleton, spread its wings that have developed from a bulge on its back, emerging as a fully grown *lethrblaka*, said to resemble a type of monstrous dark dragon. The lethrblaka serve as flying mounts used by the ra'zac. The lethrblaka then reproduce oviparously, by laying eggs, renewing their cycle of life.

Lethrblaka have the intelligence of a dragon, but they are much more intelligent than the younger ra'zac and can give out ear-splitting shrieks that most are not able to stand.

Master Assassins and Spies. The ra'zac use bows and arrows usually coated in Seithr Oil. They also use ancient leaf-bladed swords which they cover with either Seithr Oil or another poison of choice. The ra'zac are cunning and cruel, but rather narrow-minded. They are capable of conscious thought and consideration, but are not as intelligent as humans, dwarves, elves, or dragons.

Creatures of the Night and Land. Their eyes are so sensitive to brightness, strong light pains them, though it is not fatal and doesn't stop a ra'zac if they are determined. Ra'zac aren't able to swim, possibly because of their exoskeleton, as a result they have a morbid fear of deep water and thus keep away from it. Their favorite meal is human flesh. The ra'zac speak in their own language of sharp clicks, clacks, clucks, shrieks, chirps and other bird-like sounds. None of this language is translated and the calls are unintelligible and even unpronounceable to all but the ra'zac.



LETHRBLAKA

Huge monstrosity (ra'zac), chaotic evil

Armor Class 15 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	18 (+4)	15 (+2)	17 (+3)

Skills Athletics +11, Intimidation +8, Perception +7, Stealth +6

Damage Immunities psychic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 17

Languages Ra'zac, telepathy 30 ft.

Challenge 13 (10,000 XP)

Alien Mind. The lethrblaka is immune to effects that would sense its emotions or read its thoughts.

Charge. If the lethrblaka moves at least 20 ft. straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 19 Strength saving throw or be knocked prone. If the target is prone, the lethrblaka can make one beak attack against it as a bonus action.

Legendary Resistance (3/Day). If the lethrblaka fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The lethrblaka can use its Frightful Presence. It then makes three attacks: one with its beak and two with its talons.

Beak. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 27 (6d6 + 6) bludgeoning damage and the target must succeed on a DC 19 Strength saving throw or be knocked prone.

Talon. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Frightful Presence. Each creature of the lethrblaka's choice that is within 120 feet of the lethrblaka and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the lethrblaka's Frightful Presence for the next 24 hours.

Screech (Recharge 5–6). Each creature within 60 feet of the lethrblaka must make a DC 17 Constitution saving throw, and does so with advantage if it is more than 30 feet away from the lethrblaka. On a failed save, a creature takes 44 (8d10) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone. A deafened target has resistance to the damage.

CRAZORAC

Medium monstrosity (ra'zac), chaotic evil

Armor Class 19 (natural armor)
Hit Points 195 (26d8 + 78)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	16 (+3)	8 (-1)	14 (+2)	14 (+2)

Skills Acrobatics +9, Athletics +7, Intimidation +6, Perception +6, Stealth +9, Survival +6

Damage Immunities psychic

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 16

Languages Common, Ra'zac

Challenge 10 (5,900 XP)

Special Equipment. The crazorac wields a +1 rapier, a +1 hand crossbow. It carries 1d2 vials of Seithr Oil, and 1d3 vials of Witchbane Poison (DC 18).

Alien Mind. The crazorac is immune to effects that would sense its emotions or read its thoughts.

Keen Smell. The crazorac has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the crazorac moves at least 10 feet straight toward a creature and then grapples it on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the crazorac can make one beak attack against it as a bonus action.

Sunlight Sensitivity. While in sunlight, the crazorac has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The crazorac makes three rapier attacks.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 26 (6d6 + 5) piercing damage. If the target is prone, it takes an additional 14 (4d6) piercing damage.

Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage.

Paralyzing Breath. Each creature other than a ra'zac within 60 feet of the crazorac must succeed on a DC 14 Wisdom saving throw or become paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the crazorac's Paralyzing Breath for the next 24 hours.

Bonus Actions

Apply Poison. As a bonus action, the crazorac can apply one of the following poisons to a slashing or piercing weapon or piece of ammunition it is holding. The poison retains potency for 1 minute before drying. It can pick from one of the following:

- **Seithr Oil:** The target must succeed on a DC 18 Constitution saving throw or be poisoned. Every hour while poisoned, a creature takes 2 (1d4) necrotic damage and its hit point maximum is reduced by the same amount. If the poison reduces the target's hit point maximum to 0, the target dies. This damage ignores resistance and immunity.
- **Witchbane Poison:** The target must make a DC 17 Constitution saving throw. On a failed save, it loses 1d4 of its lowest-level unexpended spell slots. This effect ignores all magical effects that grant immunity to poison.

SEITHR OIL (INJURY OR CONTACT)

Seithr oil is a liquid substance taken from the petals of the Seithr plant, which grows on a small island in the frigid northern seas. The oil is normally harmless and mainly used for preserving pearls, but with a sacrificial ritual, it becomes a deadly, caustic poison called Modified Seithr Oil. This modified version has no effect on anything inorganic.

- **Acquisition:** This poison is made from a plant from the northern seas, which is then modified with an incantation and a sacrifice. The first entry on a line below refers to the Unmodified version, the second the Modified version.
- **Market Value:** 1000gp / 5000gp
- **Legality:** Legal / Illegal
- **Modification DC:** None, see above
- **Medicine DC:** None
- **Saving Throw DC:** None / 18

- **Effect:** A creature other than an undead or construct subjected to this oil must succeed on a Constitution saving throw or be poisoned. Every hour while poisoned, a creature takes 1d4 necrotic damage and its maximum hit points are reduced by the same amount. If the poison reduces the target's hit point maximum to 0, the target dies. This damage ignores resistance and immunity.



SKELETON

CUCHAN

These undead are created from the corpses of fallen monks. Their Ki is corrupted, allowing them to deal necromantic damage with their strikes. They retain their known Ki-based attacks, which are now powered by the magic that animates them. They are also uncannily good at dodging blows, and gain all the benefits as well as the faults other skeleton-like creatures possess.

The ritual to raise such a creature is vile. First off, a fresh corpse of a dead monk must be acquired. Next, a dragonborn is sacrificed over the dead monk, at the same time as a giant lizard, while uttering a dark incantation. What emerges is a bipedal skeleton with a crested skull, a long-jointed tail, and an exposed ribcage with the skillset of a monk.



CUCHAN

Medium undead, lawful evil

Armor Class 18 (natural armor)

Hit Points 169 (26d8 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	15 (+2)	10 (+0)	8 (-1)	5 (-3)

Saving Throws Dex +8, Wis +3

Skills Acrobatics +8, Perception +3

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages understands Common but cannot speak it

Challenge 10 (5,900 XP)

Actions

Multiattack. The cuchan makes three punch attacks.

Punch. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 13 (3d8) necrotic damage.

Bonus Actions

Maneuvers. When the cuchan hits with a melee weapon attack, it can empower it with one of the following maneuvers:

- **Destabilize.** The target must succeed on a DC 16 Strength saving throw or fall prone.
- **Disarm.** The target must succeed on a DC 16 Strength saving throw or drop an item it's holding of the cuchan's choice.
- **Goad.** The target must succeed on a DC 16 Wisdom saving throw or have disadvantage on all attacks against targets other than the cuchan until the end of the cuchan's next turn.
- **Shove.** The target must succeed on a DC 16 Strength saving throw or be pushed 15 feet away from the cuchan.
- **Uppercut.** The target must succeed on a DC 16 Constitution saving throw or be unable to use any multiattack features until the end of its next turn. If the target is concentrating on a spell, it has disadvantage on its concentration check triggered by the damage of this attack.

Reactions

Deflect. The cuchan adds 4 to its AC against one melee attack that would hit it. To do so, the cuchan must see the attacker and have a free hand.

GRAVEYARD WALKER

These strange abominations are created by animating entire graveyards, creating an undead of towering proportions. Its body is composed of the multitudes of skeletons that formed it, along with many roots that were pulled from the ground.

GRAVEYARD WALKER (COMBINED)

Large undead, lawful evil

Armor Class 13 (natural armor)
Hit Points 300 (40d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages but can't speak
Challenge 14 (11,500 XP)

Actions

Multiattack. The walker makes two claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) slashing damage, or 17 (2d10 + 6) slashing damage if the walker has half of its hit points or fewer.

Vampiric Entanglement. *Melee Weapon Attack:* +11 to hit, reach 30 ft., one creature. *Hit:* 14 (4d6) necrotic damage, and the walker regains hit points equal to half the amount of necrotic damage dealt. The target is grappled (escape DC 19) and restrained until the grapple ends.

Legendary Actions

The walker can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The walker regains spent legendary actions at the start of its turn.

Deconstruct. The walker falls into pieces, becoming a swarm centered on itself. It retains its current hit points. Any creatures grappled by it are released.

Vampiric Entanglement. The walker makes one vampiric entanglement attack.

Reanimate (Costs 2 Actions). The walker chooses a living humanoid with 0 hit points that it can see within 30 feet of it. The creature is cursed, failing a death saving throw at the end of each of its turns. If the creature dies, it becomes a skeleton of CR equal to 1/4 of the creature's level or CR (rounded up).

It possesses the ability to deconstruct itself, falling into a massive net of bones and roots. In this form, it can crush its foes while keeping them captured in its form. Due to its structure, it restricts anyone it hasn't managed to restrain. While in this form, it takes a 30 x 30 feet area on the floor.

GRAVEYARD WALKER (SWARM)

Gargantuan undead (swarm), lawful evil

Armor Class 11 (natural armor)
Hit Points 300 (24d20 + 48)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities exhaustion, grappled, petrified, poisoned, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages but can't speak
Challenge 14 (11,500 XP)

Swarm. The walker can occupy another creature's space and vice versa. If the walker moves, any creatures it is grappling are moved along with it.

Unhallowed Terrain. The walker's space is difficult terrain.

Actions

Crush. *Melee Weapon Attack:* +11 to hit, reach 0 ft., up to 3 targets in the walker's space. *Hit:* 11 (2d12) bludgeoning damage, or 5 (1d12) bludgeoning damage if the walker has half of its hit points or fewer. If a target is a creature, it is grappled (escape DC 19) and restrained until the grapple ends.

Legendary Actions

The walker can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The walker regains spent legendary actions at the start of its turn.

Move. The walker moves up to its speed.

Reconstruct. The walker rebuilds itself, becoming combined, in a free space it occupies. It retains its current hit points. Any creatures grappled by it are released.

Crush (Costs 2 Actions). The walker makes a crush attack.

SKELETAL MONSTERS

These are reanimated beast, dragons or monstrosities, to which are applied the [Skeleton Template](#) (see page 53)

SKELETAL ADULT DRAGON

Huge undead, chaotic evil

Armor Class 17 (natural armor)
Hit Points 144 (17d12 + 34)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 9
Languages understands Common and Draconic but can't speak
Challenge 6 (2,300 XP)

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

SKELETAL BROWN BEAR

Large undead, chaotic evil

Armor Class 10 (natural armor)
Hit Points 30 (4d10 + 8)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	2 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1 (200 XP)

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.



SKELETON TEMPLATE

Any creature with a bone structure can be turned into a skeleton. The creature loses any traits that relate to mental abilities (Intelligence, Wisdom, Charisma) such as Saving Throws, Skills, and anything other traits which use those abilities. It loses all immunities and resistances due to the loss of its flesh and mind. It also loses the non-physical aspect of abilities which rely on organs such as a dragon's bite elemental damage, a dragon's breath weapon or a purple worm's stinger attack's poison.

Type. The creature's type changes to undead, and it no longer requires air, food, drink, or sleep.

Alignment. The creature's alignment changes to lawful evil.

Armor Class. If a creature has natural armor, it is reduced by 2, to a minimum of 10 + Dexterity modifier.

Ability Scores. The creature's ability scores change as follows:

- Constitution becomes 15 (potentially changing Hit Points)
- Intelligence becomes 6 unless it was originally lower
- Wisdom becomes 8 unless it was originally lower
- Charisma becomes 5 unless it was originally lower

Damage Vulnerabilities. The creature has vulnerability to bludgeoning damage.

Damage Immunities. The creature has immunity to poison damage.

Condition Immunities. The creature has immunity to the exhaustion and poisoned conditions.

Senses. The creature gains darkvision to a range of 60 feet, unless it had Superior Darkvision which it would retain. It loses all sources of blindsight and truesight.

Languages. The creature loses the ability to speak, and is only able to understand the languages of which it spoke in life.

Legendary Resistances. The creature loses its Legendary Resistances.

Legendary Actions. The creature loses its Legendary Actions.

Of course, specific skeletons might have special abilities or statistics, to the DM's discretion.

SKELETAL DIRE WOLF

Large undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	8 (-1)	5 (-3)

Skills Stealth +4

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 1 (200 XP)

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

SKELETAL ELEPHANT

Huge undead, chaotic evil

Armor Class 10 (natural armor)

Hit Points 68 (8d12 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	15 (+2)	3 (-4)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages —

Challenge 2 (450 XP)

Trampling Charge. If the elephant moves at least 20 feet straight towards a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the elephant can make one stomp attack against it as a bonus action.

Actions

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage.

SKELETON HUMANOIDS

These are skeletons created using the [Skeleton Template](#) (see page 53), along with features to depict their fighting styles.

SKELETON COMMANDER

Medium undead, lawful evil

Armor Class 20 (plate, shield)
Hit Points 130 (20d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 7 (2,900 XP)

Corrupting Shroud. At the start of each of the commander's turns, each creature within 5 feet of it takes 3 (1d6) necrotic damage. A creature that touches the commander or hits it with a melee attack while within 5 feet of it takes 3 (1d6) necrotic damage.

Valiant March. Unless the commander is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against being blinded and frightened.

Actions

Multiattack. The commander makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 4 (1d8) necrotic damage.



SKELETON DEADEYE

Medium undead, lawful evil

Armor Class 15 (leather armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 1 (200 XP)

Powerful Draw. The skeleton deals an additional 4 (1d8) damage when it hits a target with a ranged weapon attack (included in the attack).

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

SKELETON DEFENDER

Medium undead, lawful evil

Armor Class 15 (scale mail)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 2 (450 XP)

Actions

Multiattack. The skeleton makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

SKELETON FLAILER

Medium undead, lawful evil

Armor Class 16 (breastplate)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when the skeleton hits with it (included in the attack).

Actions

Multiattack. The skeleton makes three flail attacks.

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Spin. The skeleton spins in a circle, hitting targets adjacent to it with its flail. Each creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw. On a failure a target takes 13 (2d8 + 4) bludgeoning damage and is knocked prone. On a success, a target takes half the bludgeoning damage and isn't knocked prone.

SKELETON GENERAL

Medium undead, lawful evil

Armor Class 18 (plate)
Hit Points 195 (30d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	15 (+2)	16 (+3)	14 (+2)	8 (-1)

Skills Athletics +9, Perception +6
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 11 (7,200 XP)

Brute. A melee weapon deals one extra die of its damage when the skeleton hits with it (included in the attack).

Indomitable (2/Day). The skeleton rerolls a failed saving throw.

Iron Grip. The skeleton can wield two-handed weapons with one hand.

Actions

Multiattack. The skeleton makes three melee attacks: one with its greatspear and two with its greatsword.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Greatspear. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Reactions

Unbridled Fury. In response to being hit by a melee attack, the skeleton can make one melee attack with advantage against the attacker.



SKELETON MARAUDER

Medium undead, lawful evil

Armor Class 14
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 4 (1,100 XP)

Reckless. At the start of its turn, the skeleton can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Unarmored Defense. While not wearing armor, the skeleton adds its Constitution modifier to its Armor Class.

Actions

Multiattack. The skeleton makes two melee attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Reactions

Retaliation. When the skeleton takes damage from a creature that is within 5 feet of it, it can use its reaction to make a melee weapon attack against that creature.

SKELETON SCOUNDREL

Medium undead, lawful evil

Armor Class 15 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 3 (700 XP)

Cunning Action. On each of its turns, the skeleton can use a bonus action to take the Dash, or Disengage action.

Sneak Attack (1/Turn). The skeleton deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the skeleton that isn't incapacitated, and the skeleton doesn't have disadvantage on the attack roll.

Actions

Multiattack. The skeleton makes two attacks: one with its shortsword and the other with its dagger.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

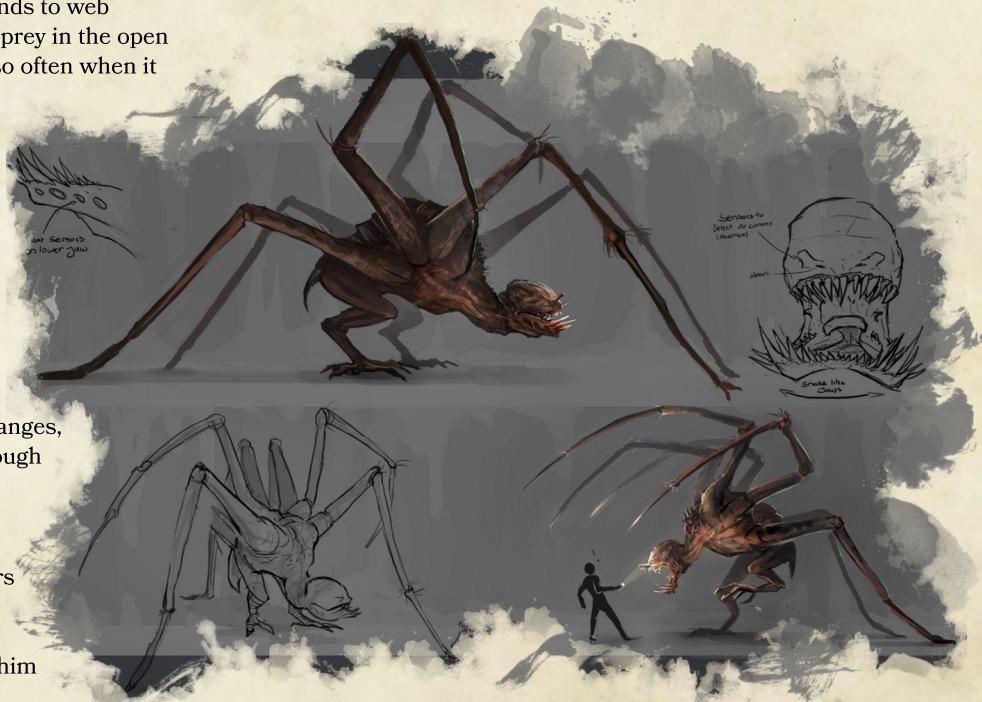
SNARE

A terror that resides in desert canyons, the snare has a wider territory than most spider-like creatures. It tends to web multiple caves in the cliffsides, while hunting prey in the open dunes. It returns to check on a canyon every so often when it is hungry.

With its eight limbs, the snare is able to go into a full sprint, reaching tremendous speeds. Its front four limbs can be used as legs with two-pronged appendages at the end, or can be turned into sharp spikes the snare impales its prey with.

A terrifying sight to behold, a snare possesses legs reminiscent of a flightless bird's, along with a monstrous amalgam body between a spider and an anglerfish. It has sensors on its head to detect wind current changes, and its legs are able to discern vibrations through the ground.

Snares are hated by communities, and as such are hunted as soon as one is spotted. While this does lead to many would-be hunters to perish, the loss of life is far lesser than letting it run amok. Slaying one of these is a great boon to the hunter and generally earns him or her fame throughout the area.



SNARE

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)
Hit Points 241 (23d10 + 115)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	23 (+6)	21 (+5)	2 (-4)	14 (+2)	13 (+1)

Saving Throws Dex +11, Int +1, Wis +7
Skills Acrobatics +11, Perception +7
Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 17
Languages —
Challenge 13 (10,000 XP)

Limb Versatility. The snare can take a Dash action for every two impale attacks it forgoes in its turn.

Rush. If the snare moves at least 50 feet straight toward a creature, each impale attack that hits the creature deals an extra 11 (2d10) piercing damage and forces the creature to make a DC 19 Strength saving throw, falling prone on a failed save. If the target is prone, the snare can make one stinger attack against it as a bonus action.

Spider Climb. The snare can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the snare knows the exact location of any other creature in contact with the same web.

Web Walker. The snare ignores movement restrictions caused by webbing.

Actions

Multiattack. The snare makes five attacks: one with its bite and four with its impale.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 23 (5d6 + 6) piercing damage.

Impale. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Stinger. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 16 (4d4 + 6) piercing damage and the target must make a DC 18 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

Web (Recharge 5–6). *Ranged Weapon Attack:* +11 to hit, range 60/120 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 18 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

TLINCALLI

TLINCALLI LEADER

The strongest and the most cunning of a generation of tlincallis usually grows up to become the leader of his tribe. They favor the use of two handed weapons to use their strength accordingly, and use this to defend their position from any challenger.

TLINCALLI LEADER

Large monstrosity, neutral evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +7, Wis +5, Cha +3
Skills Intimidation +3, Perception +5, Stealth +5, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Tlincalli
Challenge 8 (3,900 XP)

Brute. A melee weapon deals one extra die of its damage when the tlincalli hits with it (included in the attack)

Wounded Fury. While it has 40 hit points or fewer, the tlincalli has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

Actions

Multiattack. The tlincalli makes two attacks, only one of which can be with its sting.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. If it fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TLINCALLI SHAMAN

The wisest of tlincallis bear the title of shaman, and in doing so are imparted with old rites that allow them a semblance of control over lesser insects. A shaman is often present as the lieutenant of a leader in a strong tribe. If the shaman's tribe lowers in strength, another tribe will often recruit the shaman as their own.

TLINCALLI SHAMAN

Large monstrosity, neutral evil

Armor Class 17 (natural armor, shield)
Hit Points 102 (12d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	9 (-1)	16 (+3)	8 (-1)

Saving Throws Con +6, Wis +6, Cha +2
Skills Animal Handling +6, Perception +6, Stealth +4, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages Tlincalli
Challenge 6 (2,300 XP)

Innate Spellcasting. The scorpion's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *infestation*

1/day each: *giant insect (scorpion only)*, *insect plague*

Actions

Multiattack. The tlincalli makes two attacks, only one of which can be with its sting.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Sting. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 14 (4d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. If it fails the saving throw by 5 or more, the target is also paralyzed while poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

UMBER HULKS

One new type of the terrifying umber hulks appears here, joining the regular umber hulk in the *Monster Manual*.

UMBER HULK PRIME

A monstrosity even compared to other umber hulks, these originated from mind flayer experiments. These are created by injecting a serum that amplifies its size and abilities. From then on, the umber hulk can breed and pass down this mutation.

Their use was meant to be as guardians of mind flayer territory, to be kept at the borders and bring back anyone it could capture. Some of the side effects of the serum included giving the umber hulks the ability to converse, albeit in a limited fashion, with their mind flayer creators.

Ones created by mind flayers remain under their control, however their children do not seem to be under the same command. These roam the Underdark in search of their own territories to assert.

Their mutation has allowed them to emit sound waves from their mandibles that can pierce into someone's mind. In rare cases, one will emit waves that can turn even the most intelligent of men into a fumbling idiot while the prime wreaks havoc.



UMBER HULK PRIME

Huge monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
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23 (+6)	14 (+2)	18 (+4)	9 (-1)	12 (+1)	10 (+0)
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Skills Perception +6

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 16

Languages Deep Speech, UMBER Hulk

Challenge 15 (13,000 XP)

Confusing Gaze. When a creature starts its turn within 60 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 17 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 1 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Legendary Resistance (2/Day). If the umber hulk fails a saving throw, it can choose to succeed instead.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves an 8-foot-wide, 12-foot-high tunnel in its wake.

Actions

Multiattack. The umber hulk makes three attacks: two with its claws and one with its mandibles.

Claw. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Mandibles. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage.

Chatter (1/Day). The umber hulk chitters a bewildering sound in a 30-foot cone. Each creature in that area must make on a DC 17 Intelligence saving throw.

On a failed save, a creature takes 36 (8d8) psychic damage, and its Charisma and Intelligence scores become 1 for 1 minute. The creature can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. The effect can be ended by a *greater restoration*, *heal*, or *wish*.

On a successful save, the creature takes half damage and suffers no additional effects.

Legendary Actions

The umber hulk can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The umber hulk regains spent legendary actions at the start of its turn.

Burrow. The umber hulk burrows up to its burrowing speed without provoking opportunity attacks.

Claw. The umber hulk makes a claw attack.

Sonic Blast (Costs 2 Actions). The umber hulk chooses a creature it can see within 60 feet. If the target can hear the umber hulk, it must make a DC 17 Intelligence saving throw or take 28 (8d6) psychic damage.

WIGHT

FIVE-LIVED WIGHT

These wights have been modified with living souls residing in gemstones on its armor. They have the uncanny ability to come back from life as long as they have these gemstones, all the while becoming harder to kill.

One of these wights is truly slain upon the destruction of its last gemstone. Removing the gemstones from the armor intact is impossible as they are magically embedded into their chestpiece.

WIGHT KNIGHT

Far from white knights, these wight have been elevated to a higher position due to their strength and ability to lead subordinates into battle. They have superior swordsmanship and greatly enjoy seeing the frustration in their enemies' eyes after one too many ripostes.

They adorn themselves in plate armor and shields, using these defenses to be the undead standard on the battlefield. They use their elevated rank to bolster the attack of other undead.

WIGHT MARKSMAN

These wights have been trained to pick targets from afar. They possess the skill of infusing their draining ability into their ammunition, using distance and height to their advantage.

Usually found on high perches or even on skeletal dragonback, these wights try to stay out of range of their enemies, relying on the meat shields that are its zombies to keep their prey distracted while it picks them off one by one.



FIVE-LIVED WIGHT

Medium undead, neutral evil

Armor Class 16 (breastplate)
Hit Points 30 (4d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Athletics +8, Perception +5, Stealth +7
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities charmed, exhaustion, poison
Senses darkvision 60 ft., passive Perception 15
Languages the languages it knew in life
Challenge 9 (5,000 XP)

Deathly Adaption. When killed and revived by the Five Lived feature, the wight gains resistance to the type of damage that killed it. If it already had resistance for that damage type, it gains immunity. If killed by a spell, the wight can no longer be affected by the spell, taking no damage from it and automatically succeeding on its saves.

Five Lived. The wight has a series of 5 gemstones mounted on its armor. When it is reduced to 0 hit points, a gemstone of its choice shatters and the wight is healed to full health at the start of its next turn. Once all gemstones are shattered, the wight falls for the final time.

A gemstone has AC 22, 10 hit points, and resistance to all damage. A gem succeeds on all saving throws and if it would normally take half damage on a success it instead takes none.

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes three longsword attacks or three longbow attacks. It can use its Life Drain in place of a longsword attack.

Life Drain. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 10 (3d6) necrotic damage.

Longbow. Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. **Hit:** 7 (1d8 + 3) piercing damage.

WIGHT KNIGHT

Medium undead, neutral evil

Armor Class 20 (plate, shield)
Hit Points 187 (22d8 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	15 (+2)	15 (+2)	15 (+2)

Skills Athletics +9, Perception +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities charmed, exhaustion, poison
Senses darkvision 60 ft., passive Perception 16
Languages the languages it knew in life
Challenge 12 (8,400 XP)

Reactive. The wight can take one reaction on every turn in a combat.

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight can use its Order Ally. It then makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of a longsword attack.

Life Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 10 (3d6) necrotic damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Order Ally. The wight targets on ally it can see within 30 feet of it. If the target can see and hear the wight, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Reactions

Riposte. When a creature misses the wight with a melee attack, it can make a melee attack against the creature. To do so, the wight must see the creature and be wielding a melee weapon.

WIGHT MARKSMAN

Medium undead, neutral evil

Armor Class 17 (studded leather)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	16 (+3)	12 (+1)	14 (+2)	15 (+2)

Skills Perception +5, Stealth +8
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities charmed, exhaustion, poison
Senses darkvision 120 ft., passive Perception 15
Languages the languages it knew in life
Challenge 8 (3,900 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes three weapon attacks.

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Bonus Actions

Life Drain Bolt. The wight's next attack with its crossbow deals an extra 21 (6d6) necrotic damage. On a hit, the target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

WILD BIGBY'S HAND

A magical anomaly, created and altered by wild magic, it gains sentience and independence. As such, its caster is no longer able to control it, as the winds of magic themselves are the source of its newfound freedom.

As such, the hand is able to come back into existence even if targeted by antimagic measures, although those methods are usually effective at temporarily disabling it.

WILD BIGBY'S HAND

Large construct, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	18 (+4)	8 (-1)	8 (-1)	6 (-2)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 9

Languages None

Challenge 7 (2,900 XP)

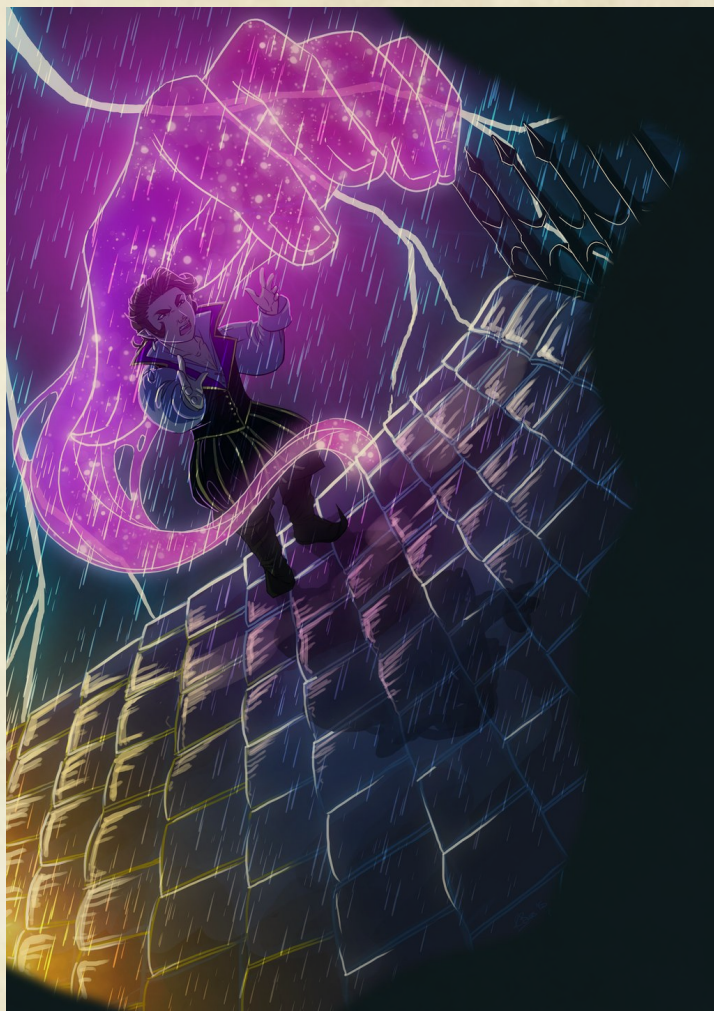
Magical Anomaly. The hand doesn't fill its space, and has no mind to affect. If targeted by *dispel magic* or starts its turn in the area of an *antimagic field*, the hand must succeed on a Constitution saving throw against the caster's spell save DC or be dispelled, reforming itself 2d12 hours later at the same location.

Actions

Clenched Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 27 (6d8) force damage.

Forceful Hand. The hand attempts to push a creature within 5 feet of it in a direction it chooses. The hand makes a Strength check contested by the Strength (Athletics) check of the target. If the target is Medium or smaller, the hand has advantage on the check. If it succeeds, the hand pushes the target up to 30 feet. The hand moves with the target to remain within 5 feet of it.

Grasping Hand. The hand attempts to grapple a Huge or smaller creature within 5 feet of it. If the target is Medium or smaller, the hand has advantage on the check. If the target is grappled, the target takes 22 (4d6 + 8) bludgeoning damage.



YUGOLOTH

CANOLOTH

Canoloths are specialized yugoloths who serve as scouts, skirmishers and trackers. They are not common, but a few are always a great addition to any yugoloth mercenary company. Their lack of intelligence made the canoloths the most loyal of their race.

Canoloths resemble great semi-insectile mastiffs, their body covered with chitin armor. Their mouth is made from both a horizontal and vertical set of teeth and a barbed tongue lolls out from the creature's mouth. It has no eyes; it relies on smell and hearing.

Some spells of binding and entrapment use canoloth tongue as a reagent.



CANOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	5 (-3)	17 (+3)	11 (+0)

Skills Perception +6, Survival +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 40 ft., passive Perception 16

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 5 (1,800 XP)

Alert. The canoloth can't be surprised.

Keen Hearing and Smell. The canoloth has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The canoloth can make two attacks, only one of which can be a bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. If the canoloth has a target grappled with its tongue, it can only bite that target.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tongue Grab. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage and the target is grappled (escape DC 15). If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute, and be pulled within 5 feet of the canoloth. The target can repeat the saving throw at the end of each of its turns, ending the paralyzing effect on itself on a success.

DERGHOLOTH

Standing nearly ten feet tall atop an awkward tripod of legs and covered in a mottle gray-green hide, this fiend's thickly muscled torso is ringed by arms that brandish a motley assortment of weapons and claws. When it senses something, it slows, and without turning swivels its head a full three hundred and sixty degrees, revealing a face that is both reptilian and mantis-like. This strange visage has faceted eyes burning like coals while its mandibles chatter incoherently.

Dergholoths are not subtle creatures, and against smaller foes, they prefer to simply wade into melee, getting in close to use their claws or any weapons they wield. Being surrounded poses little problem given their number of arms and all-around vision, but when pressed they may resort to using their chatter ability.

In their native plane of Gehenna, any dergholoth given control of lesser yugoloth will first press them abusively into combat rather than risking itself. Only if its subordinates seem overwhelmed will it then enter the fight. On the Material Plane, like most yugoloth, they have little self-preservation, as they cannot be destroyed there.

While dergholoths may have no personal appreciation for treasure, they recognize its value to others and make a habit of collecting and swallowing small baubles that they happen to scavenge. Later, when seeking to forestall punishment or simply trying to impress one of their overseers, dergholoths regurgitate portions of their scavenged wealth. This habit sometimes leads their betters to simply cut them open and extract it all.



DERGHOLOTH

Large fiend (yugoloth), neutral evil

Armor Class 16 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	7 (-2)	10 (+0)	14 (+2)

Skills Athletics +6, Intimidation +5, Perception +3

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Infernal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Innate Spellcasting. The dergholoth's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The dergholoth can innately cast the following spells, requiring no material components:

At will: *darkness*, *produce flame*

1/day each: *contagion*, *fear*

Actions

Multiattack. The dergholoth makes five attacks: two with its claws and three with its scimitars.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Chatter (1/Day). The dergholoth rapidly chatters and clacks its mandibles together, creating a strange sonic wave. Each creature within 30 feet of it that isn't a yugoloth must succeed on a DC 15 Constitution saving throw or take 22 (4d10) thunder damage and be stunned until the end of its next turn.

ECHINOLOTH

Large fiend (yugoloth), neutral evil

Armor Class 14 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	6 (-2)	8 (-1)	12 (+1)

Skills Athletics +7, Perception +2, Stealth +4

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12

Languages Abyssal, Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP)

Amphibious. The echinoloth can breathe air and water.

Nauseating Aura. Any creature that starts its turn within 15 feet of the echinoloth must succeed on a DC 12 Constitution saving throw or become nauseated for the remainder of its turn, losing its breath and becoming incapacitated.

Actions

Multiattack. The echinoloth makes two attacks with its tentacles, uses Reel, and makes one attack with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 25 (6d6 + 4) piercing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage, and the target must succeed on a DC 15 Dexterity saving throw or become grappled (escape DC 15). The echinoloth has six tentacles, each of which can grapple one target.

Reel. The echinoloth pulls each creature grappled by it up to 10 feet straight toward it.

ECHINOLOTH

These fiends combine features of a starfish and squid into an unlovely whole. This fiend possesses 6 long, barbed tentacles, no eyes, a gaping maw and two feet for its land travels.

Echinoloth serve in the rear echelons of the yugoloth armies. In conjunction with the arcanaloth they make sure that the front-line soldiers are supplied and equipped for battle.

While not part of an army, these fiends serve as the brutes of underwater squadrons for the yugoloth. Along with pisoloth, they allow to spread terror to the depths.

In a fight, an echinoloth grabs onto several enemies with its tentacles, forcing them to stay near it. A stench surrounds the fiend, forcing the weak of heart to throw up and lose their breath.



GACHOLOTH

Gacholoths are the infiltrators and terrorists of the Blood War, using their abilities to cause havoc and spread panic behind enemy lines. They spend months, years, even centuries serving their temporary masters' armies with apparently unquestionable loyalty. In reality, they secretly wait for the best moment to reveal their true allegiance and begin their reign of slaughter and terror.

Gacholoths are truly terrifying in battle. Their four legs enable them to move with blinding speed on any surface, climbing walls and ceilings without hindrance. They can fight from any angle, even hanging upside down. As a consequence of this speed and maneuverability, gacholoths tend to act quickly when the need arises. Gacholoths strike swiftly and savagely before their victims can react, then immediately withdraw from combat to hide until another opening presents itself.

The gacholoths' fondness for deceit and terror make them the favored troops in yugoloth conflicts, and many have risen to minor positions of power as a result.

Gacholoths have a roughly humanoid appearance, their bodies as black as the hells from which they come. They have four long and powerful legs, each tipped with three sharp claws to aid in climbing. Their well-muscled torsos have two arms, each ending in four fingers tipped with savage, retractable claws. Their heads resemble those of monstrous sahuagin, with long fangs and cold, inhuman eyes.



YUGOLOTHS

GACHOLOTH

Large fiend (yugoloth), neutral evil

Armor Class 15 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +6, Intimidation +6, Stealth +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities charmed, poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 8 (3,900 XP)

Attack Shock. When the gacholoth hits a creature with an attack, the target must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, a creature's speed becomes 0. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the gacholoth's Attack Shock for the next 24 hours.

Innate Spellcasting. The gacholoth's innate spellcasting ability is Charisma (spell save DC 16). The gacholoth can innately cast the following spells, requiring no material components:

At will: *alter self*, *darkness*, *feather fall*, *mirror image*
3/day each: *magic missile* (5th level)

Magic Resistance. The gacholoth has advantage on saving throws against spells and other magical effects.

Nimble Escape. The gacholoth can take the Disengage or Hide action as a bonus action on each of its turns.

Spider Climb. The gacholoth can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The gacholoth makes two claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 30 (5d10 + 3) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of its next turn.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage plus 7 (2d6) poison damage.

PISCOLOTH

Sergeants and overseers of the yugoloth armies, piscooths hold dictatorial sway over companies of lesser yugoloths.

The fish-tailed, walleyed piscooth has the red, chitinous body of a lobster, the talons of a bird, and the head of a carrion crawler. The piscooth's arms, though humanoid, end in a set of crablike pincers.

Cruel, hateful bullies, piscooths keep order in the yugoloth armies—a task well suited to their petty and tyrannical demeanor.



PISCOLOTH

Medium fiend (yugoloth), neutral evil

Armor Class 17 (natural armor)

Hit Points 123 (19d8 + 38)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	6 (-2)	10 (+0)	14 (+2)

Skills Athletics +8, Perception +4, Stealth +4

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 14

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 9 (5,000 XP)

Amphibious. The echinoloth can breathe air and water.

Improved Critical. The piscooth's attacks score a critical hit on a roll of 19 or 20.

Innate Spellcasting. The piscooth's innate spellcasting ability is Charisma (spell save DC 14). The piscooth can innately cast the following spells, requiring no material components:

At will: detect evil and good, detect magic, protection from evil and good, see invisibility

3/day each: meld into stone, phantasmal killer, stinking cloud

1/day each: blink, fear

Magic Resonance. The piscooth has advantage on saving throws against spells and other magical effects. The piscooth's weapon attacks are magical.

Actions

Multiattack. The piscooth makes two attacks.

Pincers. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage, and target must succeed on a DC 14 Constitution saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

SKEROLOTH

Spies, thieves, infiltrators, and wretched scum, the skero-loths are the dregs of the yugoloth armies. They serve because they must, fawning over the nearest powerful yugoloth and betraying former masters whenever given a glimpse of richer rewards. Skeroloths are quick to attack those they think weak, and even quicker to cry out for mercy when threatened by more powerful foes.

The insectoid skero-loth has six legs and moves about equally well on two, four, or all six of its limbs. The pale red-gray skin of a skero-loth fades to a milky white whenever the creature is frightened, which is nearly all the time.

Other yugoloths regard skero-loths as weak and worthless. Although they are driven into battle ahead of more formidable fighting units, no one really thinks of the wretches as a real fighting force. Skero-loths are at their most useful as spies, and they are often sent on scouting missions.

Hiding and ambushing is about all skero-loths know of fighting. Often herded into battle by more powerful yugoloths, skero-loths are unreliable combatants unless it appears they have the upper hand. When they encounter creatures weaker than themselves, groups of skero-loths swarm over them, dragging down larger foes with sheer numbers.



SKEROLOTH

Small fiend (yugoloth), neutral evil

Armor Class 16 (natural armor)

Hit Points 36 (8d6 + 8)

Speed 40 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	5 (-3)	8 (-1)	11 (+0)

Skills Perception +1, Stealth +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 60 ft., passive Perception 11

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 3 (700 XP)

Cunning Action. The skero-loth can use the Dash and Disengage actions as bonus actions.

Sneak Attack (1/Turn). The skero-loth deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the skero-loth that isn't incapacitated and the skero-loth doesn't have disadvantage on the attack roll.

Actions

Multiattack. The skero-loth makes four attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Voor

Voors have ravenous appetites for flesh and even greater appetites for blood; the legacy of cruelty and murder they leave behind makes this obvious to those who have witnessed their rampages. Periodically a voor may spawn broods: it takes five years for a juvenile voor to reach maturity, after which it is ready for guard duty. For a long time, the voor will stick close to the voor that spawned it, learning techniques for guarding an area and capturing prey.

Voors serve more powerful fiends because they're tough and dangerous enough to be effective, yet dim-witted enough to take orders without question. The voor is incredibly patient, as it can be content to sit and guard an area for weeks, waiting patiently for the opportunity to cause destruction and havoc.

Due to its simple intellect, a voor can only comprehend simple commands like "Guard this area" or "Permit only humans who say 'Orcus' to pass"—anything more complicated is simply lost to them. Unless told otherwise, the voor will pursue and destroy lesser fiends who enter the area it guards. The unfortunates that fall will have their corpses laid out as a warning to other trespassers.

Though the voor is more subservient than most fiends, it still delights in the bullying of lesser creatures. Perhaps this is a way to express their bloodlust.



Voor

Large fiend (yugoloth), neutral evil

Armor Class 16 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	6 (-2)	14 (+2)	6 (-2)

Skills Perception +4, Stealth +3

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages Abyssal, Infernal, telepathy 60 ft.

Challenge 4 (1,100 XP)

Spider Climb. The voor can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The voor makes either one bite attack and two slam attacks, or four tendril attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). The voor has two arms, each of which can grapple only one target.

Tendrils. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

APPENDIX A: MISCELLANEOUS CREATURES

This appendix contains statistics for various beasts, expanding on both the appendix A of the *Monster's Manual* and *Volo's Guide to Monsters*.

BLINK WOLF

Large fey, lawful good

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +5
Senses passive Perception 14
Languages Blink Dog, understands Sylvan but can't speak it
Challenge 3 (900 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The wolf makes two bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Teleport (Recharge 4–6). The wolf magically teleports, along with any equipment and creature it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the wolf can make one bite attack.

Phase (Recharges after a Short or Long Rest). The wolf magically creates three illusory duplicates of itself and its rider, if any, if it's not grappled or restrained. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which wolf is the real one. If the wolf is ever grappled or restrained, the duplicates disappear.

Whenever any creature targets the wolf or its rider with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine if it targets one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the wolf's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.



CROCKAL

Medium beast, unaligned

Armor Class 15 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +5
Senses passive Perception 13
Languages None
Challenge 2 (450 XP)

Hold Breath. The crockal can hold its breath for 10 minutes.

Keen Hearing. The crockal has advantage on Wisdom (Perception) checks that rely on hearing.

Pack Tactics. The crockal has advantage on an attack roll against a creature if at least one of the crockal's allies is within 5 feet of the creature and that ally isn't incapacitated.

Actions

Multiattack. The crockal makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 3) slashing damage.

BLINK WOLF

This is a cousin to the blink dog, a larger version that resembles a wolf. They often serve as mounts for fey creatures.

CROCKAL

A hybrid between a jackal and crocodile, crockals travel in packs, and are adept predators.

DIRE GOAT

Large beast, unaligned

Armor Class 12
Hit Points 60 (8d10 + 16)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	6 (-2)

Skills Athletics +6
Senses passive Perception 11
Languages —
Challenge 1 (200 XP)

Charge. If the goat moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (3d4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or pushed back 5 feet and be knocked prone.

Sure-Footed. The goat has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (3d4 + 4) bludgeoning damage.

DIRE SKUNK

Medium beast, unaligned

Armor Class 12 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11
Languages None
Challenge 1/8 (25 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Musk Spray (Recharge on a Short or Long Rest). The skunk sprays musk in a 30-foot cone. Creatures in the area must make a DC Constitution saving throw. On a failure, a creature takes 7 (3d4) poison damage, and retches and can't take actions for 1 minute. The creature can repeat the saving can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature that doesn't need to breathe or is immune to poison automatically succeeds on the saving throw.

ELATIR

Large beast, unaligned

Armor Class 13 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	4 (-3)	15 (+2)	9 (-1)

Skills Acrobatics +6
Senses passive Perception 12
Languages —
Challenge 3 (700 XP)

Charge. If the elatir moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 14 (4d6) damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Actions

Multiattack. The elatir makes three attacks: one with its beak and two with its hooves.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Hoof. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) bludgeoning damage.

DIRE ANIMALS

Because dire animals are always more fun.



ELATIR

A strange mix of a bird, a goat and an elk, this animal lives in cold regions and tends to keep to itself. If agitated, their charge can prove to be devastating.

KONCHU

Small beast, unaligned

Armor Class 13 (natural armor), 15 in ball stance

Hit Points 45 (10d6 + 10)

Speed 20 ft., 40 ft. in ball stance

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	12 (+1)	6 (-2)	8 (-1)	4 (-3)

Senses passive Perception 9

Languages —

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. The konchu also leaves its ball stance.

Bonus Actions

Ball Stance. The konchu can roll itself in a ball, increasing its AC and speed as shown above. It can also unroll itself with this bonus action. While in ball stance, opportunity attacks against the konchu are made at a disadvantage.

While in ball stance, if it moves at least 20 feet in any direction and then hits with a bite attack, the target takes an extra 10 (4d4) piercing damage.



KONCHU

Konchu are hard-shelled insectoids that can roll into a ball to move faster and hit harder. They travel in groups for protection, and will only engage targets when superior in numbers. When outnumbered, konchu will flee unless escape is not an option. They tend to live in forests, jungles and plains that surround these areas.



MOSSWINE

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	2 (-4)	9 (-1)	5 (-3)

Skills Perception +1

Senses passive Perception 11

Languages —

Challenge 1/8 (25 XP)

Keen Smell. The mosswine has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

MOSSWINE

Mosswine are small, moss-covered pigs and tend to live in plains or forests. They have a gray, spiky head plate. Mosswine are known to have a great appetite for mushrooms. Hunters and marketers commonly observe them to identify an area of special mushrooms. Mosswine are docile by nature, but will attack if provoked.



SWARM OF LEECHES

While not dangerous on their own, their anesthetic bites can wear down a person, exposing them to danger and hinder the recovery of some wounds.

SWARM OF LEECHES

Medium swarm of Tiny beasts, unaligned

Armor Class 9
Hit Points 33 (6d8 + 6)
Speed 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	12 (+1)	1 (-5)	8 (-1)	3 (-4)

Skills Athletics +5, Stealth +3
Damage Resistances bludgeoning, piercing, slashing
Damage Vulnerabilities fire
Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned
Senses blindsight 30 ft., passive Perception 9
Languages None
Challenge 1/2 (100 XP)

Slippery Stealth. The swarm has advantage on Dexterity (Stealth) checks while submerged under water or under clothing, and does not reveal itself if it uses its attach attack.

Swarm. The swarm can occupy another creature's space and vice versa , and the swarm can move through any opening large enough for a Tiny leech. The swarm can't regain hit points or gain temporary hit points.

Actions

Attach. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* The swarm attach itself to the target for 2 hours, under its armor or clothes. While attached, the target has disadvantage on attack rolls and is unable to spend Hit Dice during a short rest. After being attached for 1 hour, the target can make a Wisdom (Perception) check contested with the swarm's Dexterity (Stealth) check, revealing the swarm on a success. A creature can use its action to make a DC 13 Athletics check, detaching the leeches on a success.

TOXIN BAT

An unusually large bat, this species excretes poison on its wings through glands. The tips of its wings are sharp and are used to infect a prey's blood stream.

TOXIN BAT

Medium beast, unaligned

Armor Class 15 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	16 (+3)	3 (-4)	14 (+2)	8 (-1)

Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., passive Perception 12
Languages None
Challenge 3 (700 XP)

Echolocation. The bat can't use its blindsight while deafened.

Keen Hearing. The bat has advantage on Wisdom (Perception) checks that rely on hearing.

Improved Critical. The bat's cross poison attack scores a critical hit on a roll of 19 or 20.

Actions

Multiattack. The bat makes two attacks: one with its bite and one with its cross poison.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Cross Poison. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 14 (4d6) poison damage.



APPENDIX B: NONPLAYER CHARACTERS

This appendix contains statistics for various humanoid nonplayer characters (NPCs) - whether friend or foe - expanding on both the appendix B of the *Monster's Manual* and *Volo's Guide to Monsters*. These stat blocks can represent human and nonhuman NPCs, and you can add or replace racial traits to further customize them.

ABBOT

Medium humanoid (any race), usually lawful good

Armor Class 13 (padded)
Hit Points 88 (16d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	11 (+0)	16 (+3)	13 (+1)

Saving Throws Wis +6, Cha +4
Skills Medicine +6, Perception +6
Senses passive Perception 16
Languages Common, Dwarvish, Gnomish, Elvish
Challenge 3 (700 XP)

Disciple of Life. When the abbot uses a spell to restore a creature's hit points, the creature regains additional hit points equal to 2 + the spell's level.

Spellcasting. The abbot is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to its with spell attacks). The abbot has the following cleric spells prepared:

Cantrips (at will): *guidance, light, sacred flame, spare the dying*

1st level (4 slots): *bless, cure wounds, sanctuary*

2nd level (3 slots): *calm emotions, gentle repose, hold person, lesser restoration, spiritual weapon*

3rd level (3 slots): *beacon of hope, create food and water, daylight, dispel magic, revivify, speak with dead, spirit guardians*

4th level (3 slots): *banishment, death ward, guardians of faith*

Actions

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

An **abbot** is a person elected to be the head of a monastery, although these statistics can be used for a mid-level priest.

An **archpriest** is a priest of preeminent rank, one that would be the head of a sect of a religion.

ARCHPRIEST

Medium humanoid (any race), usually lawful good

Armor Class 14 (leather)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	16 (+3)	11 (+0)	19 (+4)	12 (+1)

Saving Throws Con +7, Wis +8, Cha +5
Skills Medicine +8, Perception +8
Senses passive Perception 18
Languages Common, Dwarvish, Gnomish, Elvish
Challenge 9 (5,000 XP)

Disciple of Life. When the archpriest uses a spell to restore a creature's hit points, the creature regains additional hit points equal to 2 + the spell's level.

Divine Strike. The archpriest can infuse divine energy into its strikes. The archpriest deals an extra 4 (1d8) radiant damage (included in the attacks).

Spellcasting. The archpriest is a 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to his with spell attacks). The archpriest has the following cleric spells prepared:

Cantrips (at will): *guidance, light, mending, sacred flame, spare the dying*

1st level (4 slots): *bless, command, cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *calm emotions, continual flame, gentle repose, lesser restoration, spiritual weapon, zone of truth*

3rd level (3 slots): *beacon of hope, create food and water, daylight, dispel magic, revivify, speak with dead, spirit guardians*

4th level (3 slots): *banishment, death ward, divination, guardians of faith*

5th level (2 slots): *greater restoration, mass cure wounds, raise dead*

6th level (1 slot): *heal*

Actions

Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage, plus 4 (1d8) radiant damage.

ARSONIST

Medium humanoid (hill dwarf), chaotic evil

Armor Class 17 (studded leather, shield)

Hit Points 117 (18d8 + 36)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	14 (+2)	10 (+0)	8 (-1)

Saving Throws Con +5, Wis +3

Skills Intimidation +2, Stealth +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 6 (2,300 XP)

Deadman's Trigger Vest. When the arsonist dies, he explodes, and each creature within 20 feet of him must make a DC 15 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried.

Dwarven Resilience. The arsonist has advantage on saving throws against poison.

Actions

Bomb. The arsonist uses one of the following options (roll a d6 or choose one); the arsonist can use options 2-6 no more than once per day:

1. **Alchemist's Firebomb.** The arsonist hurls an alchemist's firebomb at a point within 60 feet. The firebomb creates a 5-foot radius sphere centered on the point. Any creature in the area must make a DC 15 Dexterity saving throw. On a failed save, they take 10 (3d6) and are ignited. On a successful save, they take half as much, and are not ignited. An ignited creature takes 5 (1d10) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 15 Dexterity check to extinguish the flames.

2. **Concussive Bomb.** The arsonist throws a concussive bomb at a point within 60 feet. The bomb creates a 5-foot radius sphere of force centered on the point. Any creature in the area must make a DC 15 Constitution saving throw or be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

3. **Fear Gas Bomb.** The arsonist throws a fear gas bomb at a point within 60 feet. The bomb creates a 20-foot radius sphere of gas centered on the point and spreads around corners. Any creature in the area must make a DC 15 Wisdom saving throw or be frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

4. **Flash Bomb.** The arsonist throws a flash bomb at a point within 60 feet. The bomb creates a 20-foot radius sphere of bright light centered on the point. Creatures in the area must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

5. **Grease Bomb.** The arsonist throws a grease bomb at a point within 60 feet. The bomb creates a 20-foot radius circle centered on the point and turns it into difficult terrain for 1 minute. When a creature enters the area or starts its turn there, it must succeed on a DC 15 Dexterity saving throw or fall prone.

6. **Stink Bomb.** The arsonist throws a stink bomb at a point within 60 feet. The bomb creates a 20-foot radius sphere of smoke centered on the point. When a creature enters the area or starts its turn there, it must succeed on a DC 15 Constitution saving throw or spend its action puking. The sphere is heavily obscured, spreads around corners, and lasts for 1 minute or until a wind of moderate speed or greater speed disperses it.

Bonus Actions

Firecracker. The arsonist can surprise a creature within 10 feet with a small explosive. The creature can't take reactions until the start of its next turn.

An **arsonist** is a madman that has mixed magic and alchemy in order to create exploding devices. With his fast hands, he's able to tie his enemies up while lighting more houses and buildings on fire.

Clearly not the sanest of people, he has rigged himself to explode, in order to further the damage he so thrives to cause.



BASILISK HUNTER

Medium humanoid (any race), lawful good

Armor Class 16 (chain shirt, shield)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	11 (+0)	14 (+2)	12 (+1)

Skills Perception +4, Survival +4
Senses passive Perception 14
Languages Common
Challenge 2 (450 XP)

Mirrored Shield. The hunter's shield is mirrored, for the purposes of a basilisk's *petrifying gaze*.

Spellcasting. The hunter is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The hunter has the following cleric spells prepared.

Cantrips (at will): *light*, *spare the dying*, *thaumaturgy*
 1st level (3 slots): *bless*, *guiding bolt*, *healing word*

Actions

Multiattack. The hunter makes two attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Javelin. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bonus Actions

Activate Antidote. The hunter speaks its helm's command word, which makes the hunter automatically succeed on its next saving throw against petrification.

Trained to hunt and destroy basilisks that prey upon townships, a **basilisk hunter** adorns flat, polished shields that are often mistaken for mirrors. Often on the road to rid infestations, their services are highly valued, especially after a village has lost half their cattle to a pack of basilisks.

They are equipped with magical helms, which feed their user refined basilisk antidote in order to reverse the petrification process. Each basilisk it slays and whose body it recovers allows two more uses of this ability, up to a maximum of 6 uses.

LUCHADOR

Medium humanoid (human), chaotic neutral

Armor Class 14
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	12 (+1)	15 (+2)

Skills Athletics +7, Performance +4
Senses passive Perception 11
Languages Common, Dwarvish
Challenge 2 (450 XP)

Grappler. The luchador has advantage on attack rolls against any creature grappled by it.

Slippery. The luchador has advantage on ability checks and saving throws made to escape a grapple.

Unarmored Defense. The AC of the luchador includes its Constitution bonus.

Actions

Multiattack. The luchador makes three attacks, only one of which can be a maneuver.

Unarmed Attack. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Maneuvers. The luchador makes a contested grapple check with a creature grappled by it, on a success it can cause one of the following effects:

- **Disarm.** The luchador forces the target to drop an item of its choice. The object lands at its feet.
- **Piledrive.** The luchador piledrives the target, who is knocked prone and takes 12 (2d8 + 3) bludgeoning damage.
- **Pin.** The luchador knocks the target prone, and while the target is grappled by him, it is also restrained.
- **Throw.** The luchador throws the target up to 20 feet in a direction of his choosing. The target and anything that it hits takes 3 (1d6) bludgeoning damage for every 10 feet the target was thrown.

Luchador have trained for years to achieve a mastery of hand-to-hand combat. Their prowess with their fists matches most people's skills with a blade.

APPENDIX C: FACTION-SPECIFIC NONPLAYER CHARACTERS

This appendix contains statistics for various monsters or humanoid that belong to a particular faction - whether friend or foe.

BAERN OF YEENOGHU

Priest of gnolls

Baern was a paladin of Heironeous, whose village was under siege by a sudden appearance of monsters. He led the ones that followed him to a cavern at the base of far away mountains, where they established a semblance of normal life.

A few years passed uneventfully, until the small village was attacked by a beholder from a mobile floating fortress. He saw his friends and family disintegrated before his eyes and others crushed by falling stones as their abode was caved in by deadly rays. He managed to save a child in a stroke of luck, one of his neighbours' daughters.

Deeply scarred, Baern wandered the wilderness with this child, heading towards the nearest city for shelter. On the way there, his dreams were plagued by visions of Yeenoghu, the gnolls' demon lord. He was promised ultimate power if he but turned his trauma into violence. He slowly sunk into madness as the pair neared their destination.

When they finally arrived, they looked up and saw the banners of the city flapping in the wind on top of its gates. At that moment, Baern's mind could not accept he was about to join *civilized* folk and he faltered. His maul found the child's head, as she was looking up with tears in her eyes, as her troubles over.

With that atrocity done, Baern turned around, seeking more violence to quench his newfound thirst for violence. Through his dreams, he was informed of a wandering war band, and seeks to find his place in its abyssal ranks.

BAERN OF YEENOGHU

Medium humanoid (hill dwarf), chaotic evil

Armor Class 18 (plate)

Hit Points 102 (12d8 + 36 + 12, see Dwarven Toughness feature)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	12 (+1)	16 (+3)	12 (+1)	10 (+0)	16 (+3)
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Saving Throws Wis +3, Cha +6

Skills Athletics +7, Deception +6, Intimidation +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 7 (2,900 XP)

Dwarven Toughness. Baern has advantage on saving throws against poison, and has 1 extra hit point for every hit dice he has.

Spellcasting. Baern is a 9th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following paladin spells prepared:

1st level (4 slots): *command*, *heroism*, *searing smite*

2nd level (3 slots): *find steed*, *lesser restoration*

3rd level (2 slots): *aura of vitality*, *blinding smite*

Actions

Multiattack. Baern makes three attacks with his maul or his shortbow.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Dreadful Aspect (Recharges after a Short or Long Rest). Baern exudes magical menace. Each enemy within 30 feet of him must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet from him, the target can repeat the saving throw, ending the effect on itself on a success.

Lay on Hands (Recharges after a Long Rest). Baern can restore hit points. He has a pool of 60 hit points to distribute to one target at a time. He may use 5 points to cure a poison or a disease.



EKOXAN THE DAUNTLESS

Small humanoid (kobold), lawful evil

Armor Class 20 (plate, shield)

Hit Points 55 (10d6 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	15 (+2)	16 (+3)	12 (+1)

Saving Throws Str +6, Dex +7, Wis +6

Skills Animal Handling +6, Intimidation +4, Perception +6, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 5 (1,800 XP)

Brave. Ekoxan has advantage on saving throws against being frightened.

Pack Tactics. Ekoxan has advantage on an attack roll against a creature if at least one of Ekoxan's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, Ekoxan has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Ekoxan makes two attacks.

Flametipped Whip. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 7 (2d6) fire damage.

Bonus Actions

Maneuvers. When Ekoxan hits with a melee weapon attack, he can empower it with one of the following maneuvers:

- **Destabilize.** The target must succeed on a DC 15 Strength saving throw or fall prone.
- **Disarm.** The target must succeed on a DC 15 Strength saving throw or drop an item its holding of Ekoxan's choice.
- **Grapple.** The target must succeed on a DC 15 Strength or Dexterity saving throw (its choice) or is grappled by Ekoxan.
- **Impede.** The target must succeed on a DC 15 Strength saving throw or it creates an opening in its stance. Ekoxan chooses one ally within 5 feet of the target. The ally can immediately use its reaction to make one melee attack.

Reactions

Parry. Ekoxan adds 3 to his AC against one melee attack that would hit him. To do so, Ekoxan must see the attacker and be wielding a melee weapon.

EKOXAN THE DAUNTLESS

After being chased out of civilized lands, Ekoxan and his people settled in the jungle. There, they found a nice rock formation to dig through and fortify with traps aplenty.

Ekoxan was a hunter, at least he tried to be. He joined the hunters of the tribe in hopes of learning enough to stand on his own. His first venture into the jungle, he got lost. He wandered for a while, only to find himself face to face with a fully grown deinonychus.

The beast pounced on the helpless kobold, who was attempting to position his spear towards it. The end of the shaft caught on some roots, as Ekoxan was clumsy in his youth. At the last second, he flinched in a way that shifted his spear tip towards the rows of teeth of the beast.

After cleaning himself of what blood he could, the frightened kobold wandered some more. A short distance away from the encounter he found a nest containing a single, green-brown, scaly egg the size of Ekoxan's head.

Thanking his lucky stars for both living to see another day and finding what he thought was a dragon egg, he snatched it from its nest. Unable to find his way back to his compatriots, he found a small clearing. There, he crafted himself what would become his home for the next decade.

UKKU THE DEINONYCHUS

Medium beast, lawful evil

Armor Class 15 (natural armor)

Hit Points 78 (12d8 + 24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages –

Challenge 3 (700 XP)

Fight as One. Ukku can fight normally while Ekoxan mounts it.

Pounce. If Ukku moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, Ukku can make one bite attack against it as a bonus action.

Actions

Multiattack. The deinonychus makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

But a few days after Ekoxan had finished settling into his clearing, the egg hatched. What hatched was something a bit different than what he thought dragons looked like. Convinced that it was indeed a dragon, Ekoxan raised it as best he could and named it Ukku.

For months, the pair lived in this clearing which had been hidden from sight by the clever use of foliage. Ekoxan hunted for them, his skill and physique improving day after day.

When Ukku was old enough to walk for hours on end, they both set out to try and find Ekoxan's tribe. It took a while, and they had a close call with a spinosaurus, but eventually the rock formation came into sight.

By the time they reached the formation Ukku was a head taller than Ekoxan. When the other kobolds saw it, and Ekoxan showed them his "dragon", they all laughed at him. The laughter stopped after the beast pounced on the nearest kobold and snapped its neck in one swift motion.

This reunion led to a series of events that put Ekoxan at the lead of the hunting group. At its head, he taught his brethren how to raise their own dinosaurs. While none of them ever got to the level of teamwork and strength of Ekoxan and Ukku, this allowed the tribe to hunt big game.

The tribe grew at a rapid pace from that point on, the hunting parties even able to take down brontosaurus's due to the quickness of their newfound mounts.

As he led groups further and further in he crafted himself an armor with triceratops remains, and found a whip that could be lit aflame with but a word. He trained ceaselessly with this new weapon, until he reached a level of mastery most could only dream of.

After the leader of the tribe passed away, Ekoxan was immediately asked to take his place. He was granted the title of Dauntless, for his confidence had grown tremendously since he left for his first hunting mission.

With the help of the hunting group, the tribe's territory expanded. Years later, they stumbled onto a petrified egg, much larger than that of Ukku's or any other dinosaurs they had raised.

Hoping that this was a dragon egg, Ekoxan decreed that a humanoid with holy powers should be brought before it to bring it back from its stony confines. And so, some of the hunters left for the nearest known city.



KOTHAR VYTH, CHOSEN OF SEMUANYA

Ex-shaman Lizardfolk, now outcast

In his homeland, Kothar was the shaman of his tribe. His king was cruel, like all the other kings and queens of neighbouring tribes. Seeking another way, Kothar beseeched Semuanya the god of all reptiles. It answered his calls, more than expected.

His body was transformed, gaining the strength of other reptiles. He grew in size, reaching a height of 14 feet. His wounds healed at a rapid pace, and his reflexes improved greatly.

With this new power, he confronted his king, demanding he step down. To his dismay, his fellow lizardfolk took the king's side, terrified of the prospect this abomination having rule of their tribe.

He slew them all; they had no chance. He crafted a huge greataxe from his tribe's belongings, and keeps it on him at all times to remind himself of his failure. Now he wanders the jungle, seeking to dethrone any tyrants. Other tribes keep away having heard of the massacre, now calling him Kothar Vyth, Demon Steel. Many travelers encounter him, but he pays them no mind unless they attack. If they do... he goes into a frenzy, tearing their heads off their shoulders, cleaving them in half with his greataxe.

KOTHAR VYTH, CHOSEN OF SEMUANYA

Large humanoid (lizardfolk), neutral

Armor Class 15 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	21 (+5)	8 (-1)	16 (+3)	13 (+1)

Saving Throws Str +10, Wis +7, Cha +5

Skills Athletics +10, Perception +7, Stealth +10, Survival +7

Senses darkvision 60 ft., passive Perception 17

Languages Draconic

Challenge 12 (8,400 XP)

Aggressive. As a bonus action, Kothar can move up to his speed towards a hostile creature that he can see.

Brute. A melee weapon deals one extra die of its damage when Kothar hits with it (included in the attack).

Chameleon Skin. Kothar has advantage on Dexterity (Stealth) checks made to hide.

Hold Breath. Kothar can hold his breath for 15 minutes.

Regeneration. Kothar regains 10 hit points at the start of its turn. If Kothar takes necrotic or radiant damage, this trait doesn't function at the start of Kothar's next turn.

Actions

Multiattack. Kothar makes two greataxe attacks. Alternatively he makes three attacks: one with his bite and two with his claws.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 19 (3d8 + 6) piercing damage.

Claw. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 11 (1d10 + 6) slashing damage.

Greataxe. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 25 (3d12 + 6) slashing damage.

Reactions

Unbridled Fury. In response to being hit by a melee attack, Kothar can make one melee weapon attack with advantage against the attacker.



VIKTOR MAZAN

Leader of werewolves in Feywild

Viktor Mazan is a werewolf lord in charge of the town of Shatterstone, at the edge of Brokenstone Vale in the Feywild. He and many other werewolves formerly lived in the eastern part of the Dawning Woods. There, they eked out the best existence they could within the forest, away from civilization. When the Feywild reconnected to Syra and the fey crossing on Silver Lake opened, he saw an opportunity for his people and led them through.

VIKTOR MAZAN

Medium humanoid (human, shapchanger), chaotic evil

Armor Class 15 (armor scraps) in humanoid form, 17 (natural armor) in wolf or hybrid form

Hit Points 171 (18d8 + 90)

Speed 30 ft., (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	19 (+4)	20 (+5)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Str +12, Con +11, Wis +9

Skills Athletics +12, Deception +10, Insight +9, Perception +9, Persuasion +10

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 19

Languages Common (can't speak in wolf form)

Challenge 17 (18,000 XP)

Shapechanger. Viktor can use his bonus action to polymorph into a wolf-human hybrid or into a wolf, or back into his true form, which is humanoid. His statistics, other than his AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed. He reverts back to his true form if he dies.

Aggressive. As a bonus action, Viktor can move up to his speed towards a hostile creature that he can see.

Keen Hearing and Smell. Viktor has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (3/Day). If Viktor fails a saving throw, he can choose to succeed instead.

Pack Leader. Viktor's allies have advantage on melee attack rolls against any hostile creature within 5 feet of Viktor.

Unfortunately, the local eladrin population wanted nothing to do with them, and tried to kill them. After a few years of intense fighting, a truce was struck that allowed them to live in Brokenstone Vale, but would be broken if they left it. Viktor Mazan agreed, and established Shatterstone as a trading post near the fey crossing.

He was later kidnapped by the Jagged Fangs, another clan of werebeasts, as part of a plot to reignite the war between lycanthropes and eladrin. He was rescued by the Challengers of the Unspeakable, and the Jagged Fangs were eradicated.

Actions

Multiattack (Hybrid Form Only). Viktor makes three attacks: one with his bite and two with his claws. When his Bloodcurdling Howl is available, he can use it in place of his bite.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage. If the target is a humanoid, it must succeed on a DC 19 Constitution saving throw or be cursed with werewolf lycanthropy.

Claw (Hybrid Form Only). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Bloodcurdling Howl (Recharge 6). Viktor howls, which sounds like a hundred wolves howling at once. Each werewolf within 60 feet of Viktor that can hear the howl gains 7 (2d6) temporary hit points. Each creature within 60 feet of Viktor that isn't a werewolf that can hear the howl must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute.

While frightened in this way, a creature takes 2 (1d4) psychic damage whenever it sees Viktor hit one of its allies. If the creature ends its turn in a location where it is unable to see Viktor, the creature can repeat the saving throw, ending the effect on itself on a success.

Legendary Actions

Viktor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Viktor regains spent legendary actions at the start of his turn.

Command Underling. Viktor chooses a friendly creature that can see or hear him. That creature can use its reaction to make an attack.

Leap. Viktor moves up to his speed without provoking opportunity attacks.

Frenzy (Costs 2 Actions). Viktor makes one claw attack against each creature of his choice within 5 feet of him.

APPENDIX D: MONSTER LISTS

MONSTERS BY ENVIRONMENT

The following tables organize monsters by environment and challenge rating. These tables omit monsters that don't customarily inhabit the environments included here, such as angels and demons.

ARCTIC MONSTERS

Monsters	Challenge Rating (XP)
Frozen spearman	1 (100 XP)
Frozen swordsman, luchador	2 (450 XP)
Abbot, elatir, frozen archer	3 (700 XP)
Floe manta, frozen duelist	4 (1,100 XP)
Frozen marksman	5 (1,800 XP)
Frozen slayer, manticores alpha	6 (2,300 XP)
Frostbite drake	8 (3,900 XP)
Archpriest	9 (5,000 XP)
Frost giant shaman, frost giant witch doctor	11 (7,200 XP)
Frozen monarch	17 (18,000 XP)
Ghaskrago	24 (62,000 XP)

COASTAL MONSTERS

Monsters	Challenge Rating (XP)
Swarm of leeches	1/2 (100 XP)
Crockal, luchador	2 (450 XP)
Abbot	3 (700 XP)
Coastal sludge (swamp sludge)	5 (1,800)
Manticores alpha	6 (2,300 XP)
Archpriest	9 (5,000 XP)

DESERT MONSTERS

Monsters	Challenge Rating (XP)
Bristler	1 (200 XP)
Caustic worker ant, luchador	2 (450 XP)
Abbot	3 (700 XP)
Caustic soldier ant	4 (1,100 XP)
Boiling ooze	5 (1,800 XP)
Arsonist, tlincalli shaman	6 (2,300 XP)
Caustic queen ant	7 (2,900 XP)
Tlincalli leader, wight marksman	8 (3,900 XP)
Archpriest, five-lived wight	9 (5,000 XP)
Wight knight	12 (8,400 XP)
Snare	13 (10,000 XP)

FOREST MONSTERS

Monsters	Challenge Rating (XP)
Compsognathus	0 (0 or 10 XP)
Dire skunk, mosswine	1/8 (25 XP)
Dilophosaurus	1/2 (100 XP)
Konchu, pachycephalosaurus, swarm of compsognathuses	1 (200 XP)
Crockal, spraying dilophosaurus (dilophosaurus), luchador	2 (450 XP)
Abbot, blink wolf, toxin bat	3 (700 XP)
Centaur marksman, young spinosaurus	4 (1,100 XP)
Arsonist, carnotaurus, centaur reaver, karapaks, rayer	6 (2,300 XP)
Archpriest, spinosaurus	9 (5,000 XP)
Armalug	10 (5,900 XP)
Tyragarok	13 (10,000 XP)
Fliezund, young freybug	14 (11,500 XP)
Freybug	24 (62,000 XP)

GRASSLAND MONSTERS

Monsters	Challenge Rating (XP)
Dire skunk, mosswine	1/8 (25 XP)
Dilophosaurus	1/2 (100 XP)
Dire goat, konchu, pachycephalosaurus, swarm of compsognathuses	1 (200 XP)
Luchador, spraying dilophosaurus (dilophosaurus)	2 (450 XP)
Abbot	3 (700 XP)
Centaur marksman, young spinosaurus	4 (1,100 XP)
Arsonist, carnotaurus, centaur yeaver, karapaks, manticores alpha	6 (2,300 XP)
Archpriest, spinosaurus	9 (5,000 XP)
Tyragarok	13 (10,000 XP)
Young freybug	14 (11,500 XP)
Freybug	24 (62,000 XP)

HILL MONSTERS

Monsters	Challenge Rating (XP)
Dire goat	1 (200 XP)
Luchador	2 (450 XP)
Abbot	3 (700 XP)
Arsonist, magnetic elemental, manticores alpha	6 (2,300 XP)
Diregran	8 (3,900 XP)
Archpriest	9 (5,000 XP)

MOUNTAIN MONSTERS

Monsters	Challenge Rating (XP)
Dire goat	1 (200 XP)
Basilisk hunter, caustic worker ant, luchador	2 (450 XP)
Abbot	3 (700 XP)
Caustic soldier ant, stone dragon wyrmling	4 (1,100 XP)
Magnetic elemental, manticores alpha	6 (2,300 XP)
Diregran, ember drake, toxin drake	8 (3,900 XP)
Archpriest	9 (5,000 XP)
Young stone dragon	10 (5,900 XP)
Snare	13 (10,000 XP)
Adult stone dragon	17 (18,000 XP)
Acrynix	23 (50,000 XP)
Ancient stone dragon, ghaskrago	24 (62,000 XP)

SWAMP MONSTERS

Monsters	Challenge Rating (XP)
Swarm of leeches	1/2 (100 XP)
Crockal	2 (450 XP)
Toxin bat	3 (700 XP)
Young spinosaurus	4 (1,100 XP)
Swamp sludge	5 (1,800 XP)
Toxin drake, wight marksman	8 (3,900 XP)
Five-lived wight, spinosaurus	9 (5,000 XP)
Armalug	10 (5,900 XP)
Wight knight	12 (8,400 XP)
Fliezund, graveyard walker	14 (11,500 XP)
Lernaean hydra	22 (41,000 XP)
Acrynix	23 (50,000 XP)

UNDERDARK MONSTERS

Monsters	Challenge Rating (XP)
Electric grime	1/8 (25 XP)
Swarm of leeches	1/2 (100 XP)
Skeletal brown bear, skeletal dire wolf, skeleton deadeye	1 (200 XP)
Skeletal elephant, skeleton defender	2 (450 XP)
Skeleton scoundrel, toxin bat	3 (700 XP)
Skeleton marauder	4 (1,100 XP)
Fountain mimic, skeleton flailer, spark sludge	5 (1,800 XP)

Monsters

Monsters	Challenge Rating (XP)
Magnetic elemental, rayer, skeletal adult dragon	6 (2,300 XP)
Skeleton commander	7 (2,900 XP)
Baby magma bulette, toxin drake, wight marksman	8 (3,900 XP)
Five-lived wight	9 (5,000 XP)
Crazorac, cuchan	10 (5,900 XP)
Skeleton general	11 (7,200 XP)
Wight knight	12 (8,400 XP)
Lethrblaka	13 (10,000 XP)
Graveyard walker	14 (11,500 XP)
Umber hulk prime	15 (13,000 XP)
Adult magma bulette	18 (20,000 XP)

UNDERWATER MONSTERS

Monsters	Challenge Rating (XP)
Swarm of leeches	1/2 (100 XP)
Coastal sludge (swamp sludge)	5 (1,800 XP)

URBAN MONSTERS

Monsters	Challenge Rating (XP)
Dire skunk	1/8 (25 XP)
Dire goat, skeletal brown bear, skeletal dire wolf, skeleton deadeye	1 (200 XP)
Basilisk hunter, luchador, skeletal elephant, skeleton defender	2 (450 XP)
Abbot, skeleton scoundrel, toxin bat	3 (700 XP)
Skeleton marauder	4 (1,100 XP)
Fountain mimic, skeleton flailer, spark sludge	5 (1,800 XP)
Arsonist, rayer, skeletal adult dragon	6 (2,300 XP)
Skeleton commander	7 (2,900 XP)
Wight marksman	8 (3,900 XP)
Archpriest, five-lived wight	9 (5,000 XP)
Crazorac, cuchan	10 (5,900 XP)
Skeleton general	11 (7,200 XP)
Wight knight	12 (8,400 XP)
Lethrblaka	13 (10,000 XP)
Graveyard walker, young freybug	14 (11,500 XP)
Freybug	24 (62,000 XP)

MONSTERS BY CHALLENGE RATING

This index organizes the monsters in this document by challenge rating.

CHALLENGE 0 (0–10 XP)

Compsognathus

CHALLENGE 1/8 (25 XP)

Dire skunk
Electric grime
Mosswine

CHALLENGE 1/2 (100 XP)

Dilophosaurus
Swarm of leeches

CHALLENGE 1 (200 XP)

Bristler
Dire goat
Frozen spearman
Konchu
Pachycephalosaurus
Skeletal brown bear
Skeletal dire wolf
Skeleton deadeye
Swarm of compsognathuses

CHALLENGE 2 (450 XP)

Basilisk hunter
Caustic worker ant
Crockal
Frozen swordsman
Luchador
Skeletal elephant
Skeleton defender
Spraying dilophosaurus (dilophosaurus)

CHALLENGE 3 (700 XP)

Abbot
Blink wolf
Elatir
Frozen archer
Skeleton scoundrel
Skeroloth
Toxin bat
Ukku the Deinonychus

CHALLENGE 4 (1,100 XP)

Caustic soldier ant
Centaur marksman
Floer manta
Frozen duelist
Skeleton marauder
Stone dragon wyrmling
Voor

CHALLENGE 5 (1,800 XP)

Boiling ooze
Canoloth
Coastal sludge (swamp sludge)
Ekoxan the Dauntless
Fountain mimic
Frozen marksman
Skeleton flailer
Spark sludge
Swamp sludge

CHALLENGE 6 (2,300 XP)

Arsonist
Carnotaurus
Centaur reaver
Dergholoth
Frozen slayer
Hellwasp colony guard
Karapaks
Magnetic elemental
Manticore alpha
Rayer
Skeletal adult dragon
Tlincalli shaman

CHALLENGE 7 (2,900 XP)

Baern of Yeenoghu
Caustic queen ant
Echinoloth
Skeleton commander
Wild Bigby's hand

CHALLENGE 8 (3,900 XP)

Baby magma bulette
Diregran
Ember drake
Frostbite drake
Gacholoth
Tlincalli leader
Toxin drake
Wight marksman

CHALLENGE 9 (5,000 XP)

Archpriest
Five-lived wight
Hellwasp devil
Piscoloth
Spinosaurus

CHALLENGE 10 (5,900 XP)

Armalug
Crazorac
Cuchan
Young stone dragon

CHALLENGE 11 (7,200 XP)

Frost giant shaman
Frost giant witch doctor
Skeleton general

CHALLENGE 12 (8,400 XP)

Empowered medusa
Kothar Vyth, Chosen of Semuanya
Wight knight

CHALLENGE 13 (10,000 XP)

Lethrblaka
Snare
Tyragarok

CHALLENGE 14 (XP)

Fliezund
Graveyard walker
Young freybug

CHALLENGE 15 (13,000 XP)

Umber hulk prime

CHALLENGE 17 (18,000 XP)

Adult stone dragon
Fenitor, the Inferno's Swell
Frozen monarch

CHALLENGE 18 (20,000 XP)

Adult magma bulette

CHALLENGE 22 (41,000 XP)

Lernaeon hydra

CHALLENGE 23 (50,000 XP)

Acrynix

CHALLENGE 24 (62,000 XP)

Ancient stone dragon
Freybug
Ghaskrago

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